

# STAR WARS™ X-WING™ MINIATURES GAME

The **U-Wing** expansion adds the U-wing, a Rebel troop transport and infiltration 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.

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 U-wing Ship
- 1 Plastic Base
- 2 Plastic Pegs
- 2 Ship Tokens
- 1 Maneuver Dial
- 1 Dial ID Token
- 6 Focus Tokens
- 2 Target Lock Tokens (KK, LL)
- 2 Stress Tokens
- 1 Critical Hit Token
- 6 ID Tokens (#61–62)
- 4 Shield Tokens
- 4 Ship Cards, consisting of:
  - 1 Cassian Andor
  - 1 Bodhi Rook
  - 1 Heff Tobber
  - 1 Blue Squadron Pathfinder

- 14 Upgrade Cards
  - 2 Expertise
  - 1 Sensor Jammer
  - 1 Flechette Torpedoes
  - 1 Baze Malbus
  - 1 Bistan
  - 1 Bodhi Rook
  - 1 Cassian Andor
  - 2 Inspiring Recruit
  - 1 Jyn Erso
  - 2 Stealth Device
  - 1 Pivot Wing

## 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.

## THE [■ 0] MANEUVER

The U-wing's maneuver dial contains the [■ 0] maneuver. This maneuver's speed is zero, and its bearing is **STATIONARY**, as indicated by the square (■). Like all maneuvers, the bearing's color indicates the maneuver's difficulty.

Unlike the other maneuvers on the dial, the [■ 0] maneuver does not have a corresponding maneuver template. To execute the [■ 0] maneuver, the controlling player leaves the ship where it is, keeping its position and facing unchanged.



## 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.

### 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



## LARGE SHIPS

The U-wing 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

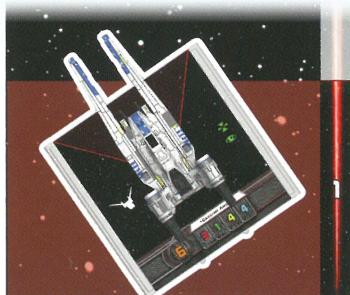
Large ships follow the standard rules for overlapping other ships. When a large ship would overlap another ship, simply move the large ship along the template as normal, being sure to use the center of the ship's base to estimate its correct position and orientation.

### 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 Rebel player chooses to diagonally place his U-wing 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 20: PATROL AMBUSH

While on a scouting mission, Heff Tobber and his escorts noticed a passing Imperial patrol. With some clever signals and misdirection, the Rebel scouts have lured the patrol into an asteroid field where Heff Tobber lay hidden. However, unbeknownst to the Rebels, the Imperials have hidden reinforcements as well! Who trapped who?

### PLAYING WITH OTHER Factions

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

### MISSION SETUP

**Imperial:** 100 squad points; the Imperial player must field at least one large ship.

**Rebel:** Heff Tobber (Jyn Erso, Sensor Jammer, Flechette Torpedo, Stealth Device, Pivot Wing), and 70 additional squad points worth of ships and upgrades. Alternatively, the Rebel player may build a squad of up to 100 points that includes at least one large ship.

The Rebel player places six asteroids from any core set, and then places one ID token on one asteroid. Then, the Imperial player places an ID token with a different number on another asteroid.

Starting with the Rebel player, both players choose one of his large ships to be concealed. The chosen ships are not placed during setup.

The Rebel player has initiative.

### SPECIAL RULES

- Ambush:** At the end of the first Combat phase, starting with the Rebel player, each player places his concealed ship at Range 1 of the asteroid containing his ID token, then removes his ID token.

### OBJECTIVES

**Imperial Victory:** Destroy all Rebel ships.

**Rebel Victory:** Destroy all Imperial ships.

**MISSION 20 SETUP**

The setup board features a dark rectangular area representing an asteroid field with several yellow-outlined shapes representing asteroids. Five numbered ID tokens (4, 5, 2, 1, 3) are placed on these asteroids. The board is surrounded by a light blue border with a black metal frame. Below the board, five numbered points define the setup areas:

- 1. Imperial Edge
- 2. Imperial Setup Area
- 3. Rebel Edge
- 4. Rebel Setup Area
- 5. ID Tokens

## U-WING MANEUVERS

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

U-WING	
4	↑
3	↖ ↑ ↗
2	↖ ↗ ↑ ↘
1	↖ ↗ ↑ ↘
0	█



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