

STAR WARS™ X-WING™ MINIATURES GAME

The **Imperial Assault Carrier** expansion pack includes one *Gozanti*-class cruiser and its accompanying TIE fighters, a wealth of content to expand and enhance Epic play, and the Imperial Crackdown Cinematic play campaign! There are also new Ship and Upgrade cards for the included TIE fighters.

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 *Gozanti*-class Cruiser Ship
- 4 Plastic Docking Clamps
- 2 Large Plastic Bases
- 2 Plastic Extension Pegs
- 1 *Gozanti*-class Cruiser Ship Token
- 1 *Gozanti*-class Cruiser Maneuver Dial
- 1 *Gozanti*-class Cruiser Maneuver Template
- 2 TIE Fighter Ships
- 2 Small Plastic Bases
- 4 Plastic Pegs
- 5 TIE Fighter Ship Tokens
- 2 TIE Fighter Maneuver Dials
- 1 Reinforce Token
- 6 Energy Tokens
- 2 Focus Tokens
- 2 Evade Tokens
- 2 Target Lock Tokens (TT, UU)
- 5 Shield Tokens
- 4 Stress Tokens
- 1 Critical Hit Token
- 1 Campaign Roster Sheet
- 10 Fore Damage Cards
- 10 Aft Damage Cards
- 21 Mission Tokens, consisting of:
 - 8 Maneuver Tokens
 - 6 Signal Tokens
 - 4 Scanner Tokens
 - 3 Damage Tokens

- 11 Ship Cards, consisting of:
 - 1 *Gozanti*-class Cruiser
 - 1 "Scourge"
 - 1 "Youngster"
 - 1 "Wampa"
 - 1 "Chaser"
 - 2 Black Squadron Pilot
 - 2 Obsidian Squadron Pilot
 - 2 Academy Pilot
- 26 Upgrade Cards, consisting of:
 - 1 Marksmanship
 - 1 Expert Handling
 - 1 Expose
 - 1 Ion Torpedoes
 - 1 Cluster Missiles
 - 1 Homing Missiles
 - 1 Dual Laser Turret
 - 1 Broadcast Array
 - 2 Construction Droid
 - 1 Agent Kallus
 - 1 Rear Admiral Chiraneau
 - 2 Ordnance Experts
 - 1 Docking Clamps
 - 2 Cluster Bombs
 - 2 Automated Protocols
 - 2 Optimized Generators
 - 2 Ordnance Tubes
 - 1 *Requiem*
 - 1 *Vector*
 - 1 *Suppressor*

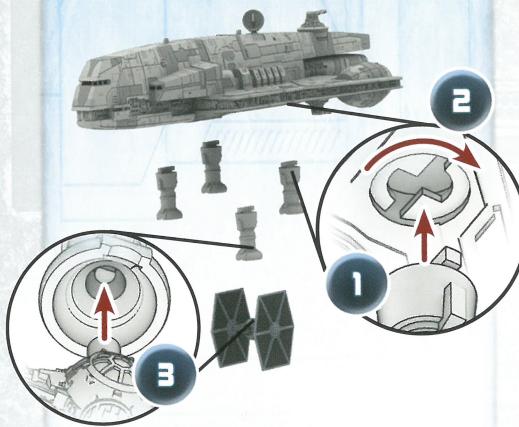
FORMATS OF PLAY IN X-WING

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 *Gozanti*.

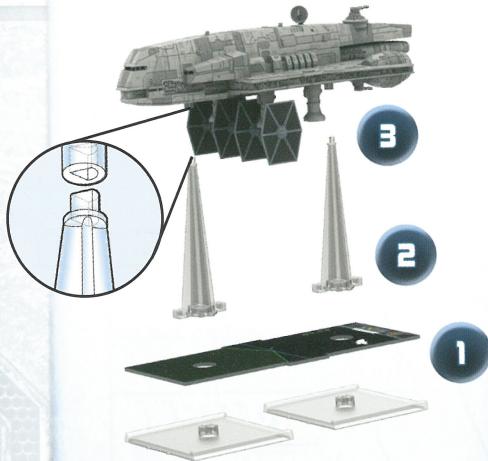
For more information on Epic Play and the tournament rules, visit www.FantasyFlightGames.com.

ASSEMBLY



To attach TIE fighters to a *Gozanti*-class cruiser, follow these steps:

1. Insert each docking clamp into the bottom of the *Gozanti*-class cruiser.
2. Rotate each clamp clockwise until it is securely affixed.
3. Insert TIE fighters, upside down, into the bottom of each docking clamp.



To assemble a *Gozanti*-class 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

SPECIAL RULES

These special rules govern the *Gozanti*-class cruiser.

THE GOZANTI-CLASS CRUISER SHIP

The *Gozanti*-class 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 *Gozanti*-class cruisers, the Imperial player chooses the order in which each ship activates after all small and large ships have activated.

GOZANTI-CLASS CRUISER MOVEMENT

The *Gozanti*-class cruiser uses a special maneuver template instead of the core set maneuver templates.

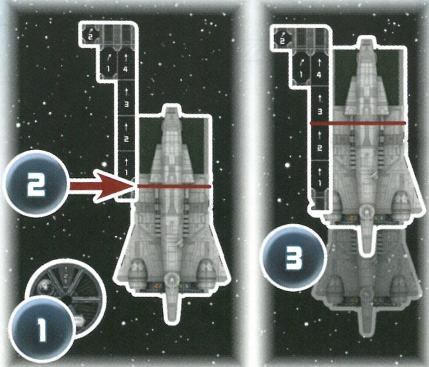
To execute a straight maneuver, follow these steps:

1. Place the maneuver template on either side of the *Gozanti*-class 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 *Gozanti*-class 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 *Gozanti*-class cruiser's **front base** fits snugly into the notch at the bottom of the template.
2. Pick up the *Gozanti*-class 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.

STRAIGHT MANEUVER EXAMPLE



1. The Imperial player flips his dial to reveal his chosen maneuver: $\uparrow 2$.
2. The Imperial player takes the maneuver template and sets it so that the bottom line of the template aligns with the rear edge of the *Gozanti*-class cruiser's front base.
3. The Imperial player holds the template in place and moves the ship so that the rear edge of the front base aligns with the $\uparrow 2$ speed line.

ENERGY

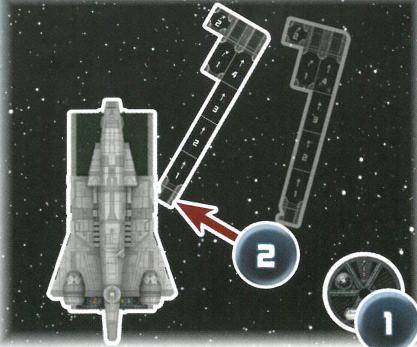
The *Gozanti*-class cruiser can gain **ENERGY**, which it can spend to perform special actions and trigger effects. For each point of energy that the ship gains, place one energy token on the *Gozanti*-class cruiser's Ship card. For each point of energy the cruiser spends, remove one energy token from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

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

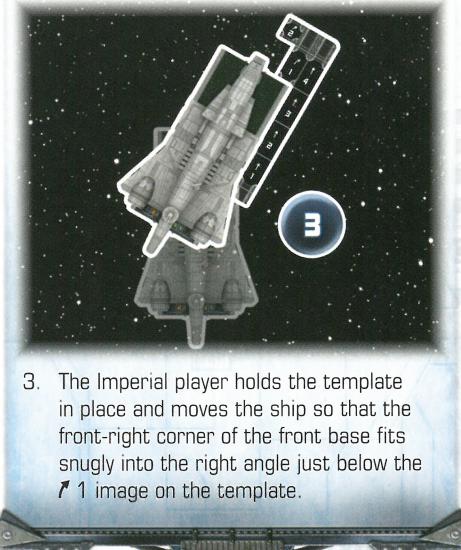
Energy Steps in the Activation Phase

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

BANK MANEUVER EXAMPLE



1. The Imperial player flips his dial to reveal his chosen maneuver: $\nearrow 1$.
2. The Imperial player takes the maneuver template and sets it so that the corner of the rear edge of the *Gozanti*-class cruiser's front base fits snugly into the notch at the bottom of the template.



3. The Imperial player holds the template in place and moves the ship so that the front-right corner of the front base fits snugly into the right angle just below the $\nearrow 1$ image on the template.

1. Gain Energy: The *Gozanti*-class 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 *Gozanti*-class cruiser's controlling player may remove tokens from the *Gozanti*-class 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.



Energy Token



Energy Limit



Energy Limit Increase



Energy Icons

3. Use Energy: The *Gozanti*-class 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.

GOZANTI-CLASS CRUISER ACTIONS

The following sections describe the actions available to the *Gozanti*-class cruiser.

Recover [⚡]

The *Gozanti*-class 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 *Gozanti*-class cruiser recovers one shield. It cannot exceed its shield value with a recover action.

Reinforce [↗]

The *Gozanti*-class 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. *Reinforce Token*



When a *Gozanti*-class 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 *Gozanti*-class 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.

Coordinate [⚡]

The *Gozanti*-class cruiser’s Ship card shows the ⚡ action icon; this allows it to perform the **COORDINATE** action. To do so, choose another friendly ship at Range 1–2. The chosen ship may immediately perform one free action.

Jam [⚡]

The “Broadcast Array” Upgrade card shows the ⚡ action icon; this allows ships equipped with the “Broadcast Array” Upgrade card 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 *Gozanti*-class cruiser operates during combat.

GOZANTI-CLASS CRUISER ATTACKS

During the Combat phase, the *Gozanti*-class cruiser may perform one attack with a secondary weapon.

HUGE SHIP TURRET SECONDARY WEAPON

The *Gozanti*-class cruiser can equip a turret secondary weapon, the “Dual Laser Turret” Upgrade card. When the *Gozanti*-class 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.

GOZANTI-CLASS CRUISER AGILITY

The *Gozanti*-class cruiser has an agility value of “0,” but it can roll additional defense dice granted by range combat modifiers, obstructed attacks, etc.

TARGETING THE GOZANTI-CLASS CRUISER

To target the *Gozanti*-class 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 *Gozanti*-class 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 *Gozanti*-class 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 *Gozanti*-class cruiser’s Ship card count against its hull value.

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



Aft

Damage Deck

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.

DOCKED SHIPS

This section introduces the concept of docked ships.

DOCKED SHIPS

Some card abilities, such as the “Docking Clamps” Upgrade card, allow players to **DOCK** ships to a carrier ship such as the *Gozanti*-class cruiser. Docked ships 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 SHIPS

After the *Gozanti*-class cruiser executes a maneuver, it can **DEPLOY** docked ships. To deploy, follow these steps:

1. Choose any docked ship.
2. Declare either the front or rear of the *Gozanti*-class cruiser.
3. Choose a maneuver on the docked ship’s maneuver dial.
4. Take the maneuver template that matches the chosen maneuver and slide the template between the guides on the declared end of the cruiser.
5. Take the deploying 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 red, receive 1 stress token. If this maneuver causes the deploying ship to overlap an obstacle or another ship, it follows the normal rules for overlapping. If this causes a situation in which it cannot be placed in the play area, it is destroyed.
6. If the deploying ship has not overlapped an obstacle or another ship and is not stressed, it may perform one action.

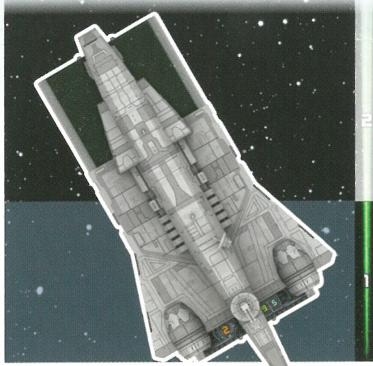
HUGE SHIP RULES

The *Gozanti*-class 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.

HUGE SHIP SETUP EXAMPLE



The Imperial player chooses to diagonally place his Gozanti 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.

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.

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.

USING THE GOZANTI-CLASS CRUISER AS AN OBSTACLE

Players may use the *Gozanti*-class cruiser ship as an obstacle instead of as an Imperial 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 *Gozanti*-class 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.

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

SHIP-RESTRICTED UPGRADES

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 UPGRADES

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*."

IMPERIAL CRACKDOWN

The Imperial Crackdown campaign follows a *Gozanti-class* cruiser charged with interdicting and destroying agents of the Rebel Alliance.

The following sections include the rules for playing the Imperial Crackdown campaign. This campaign consists of three missions (G1, G2, and G3a or G3b), which players play consecutively. The players should read the setup and special rules for each mission before setting up the campaign.

CAMPAIGN SETUP

To set up this campaign, follow these steps:

- Choose Sides:** Players decide who will be the Rebel player and who will be the Imperial player.
- Select Wing Leader:** The Rebel player must choose a unique Rebel large ship to act as the **WING LEADER** for the campaign. Any Upgrade cards equipped to the wing leader are recorded on the roster sheet and must be equipped during each subsequent mission of the campaign. The squad point cost of this ship and any equipped Upgrade cards are counted against the squad point total allowed for each mission.
- Equip the *Gozanti-class* Cruiser:** Any upgrade cards equipped to the *Gozanti-class* cruiser are recorded on the roster sheet and must be equipped during each subsequent mission of the campaign. For mission G1, he must equip the "Broadcast Array," "Dual Laser Turret," and "Docking Clamps" Upgrade cards, as well as one of the three Title cards.

BEFORE EACH MISSION

Before setup of each mission during the Imperial Crackdown campaign, follow these steps:

- Equip the Wing Leader:** The Rebel player equips the Upgrade cards recorded on the roster sheet to the wing leader. The Rebel player may equip additional Upgrade cards; if he does, record them on the roster sheet.
- Equip the *Gozanti-class* Cruiser:** The Imperial player equips the Upgrade cards recorded on the roster sheet to the cruiser. The Imperial player may equip additional Upgrade cards; if he does, record them on the roster sheet.
- Build Squads:** Each player builds his squad for the forthcoming mission. Each mission describes its additional squad-building rules in detail.

AFTER EACH MISSION

After determining the winner of a mission, players check the corresponding box in the Campaign Structure section of the roster sheet, and follow the arrow to determine the next mission played.

NON-CAMPAGN PLAY

If players wish to play a single mission from the Imperial Crackdown campaign, they follow the campaign setup rules described above to outfit the wing leader and the *Gozanti-class* cruiser, then follow the setup rules described in the mission. If playing mission G2, G3a, or G3b, roll one attack die before setup. On a \star or \diamond result, treat the Rebel player as the winner of the previous mission; on any other result, treat the Imperial player as the winner.



MISSION G1: REBEL SABOTEURS

Across the galaxy, the Empire tightens its grip. Only the exceptionally brave (or exceptionally reckless) dare to offer any resistance in the face of such overwhelming military might. Nevertheless, Imperial forces are stretched thin. Pirates, spies, and saboteurs harry supply lines, and agents of the Rebel Alliance continue to wage their lopsided war, striking fast and hard wherever the Empire is weakest.

A precarious situation indeed, thinks the captain of a Gozanti-class cruiser as he sits brooding on his bridge. Two months of patrols have yielded little more than fleeting glimpses of the enemy. Enough. He stands.

"Prepare to jump to hyperspace on my mark. Let's do a fly-by of this sector's communications array."

"Sir, those coordinates are not on our designated patrol route."

"I'm countermanding those orders. How long have we been out here with nothing to show for it? Someone has been alerting the saboteurs of our movements, but they'll not slip my net this time."

Emerging from hyperspace, the cruiser is greeted by a strange sight—a Corellian freighter dismantling a network of satellites.

"Sir, you were right. That freighter is sabotaging the array!"

"Prepare an intercept course and deploy the fighters. And ensign—happy hunting."

MISSION SETUP

Rebel: 100 squad points; the Rebel player must field the wing leader. The Rebel player cannot field Biggs Darklighter.

Imperial: 110 squad points; the Imperial player must field only the *Gozanti*-class cruiser and up to 4 docked ships (following the rules listed on the "Docking Clamps" Upgrade card).

The play area is 3' x 3'.

The Rebel player chooses three corners of the play area. Then he places one satellite token within Range 1–3 of each of those corners.



Satellite token

Then the Imperial player places the *Gozanti*-class cruiser within the Range 1–3 of a corner that has been assigned a satellite. Assign 3 energy to it.

Then the Rebel player places all of his ships within Range 1–3 of corner that has not been assigned a satellite.

The Imperial player has initiative.



SPECIAL RULES

- Satellite Tokens:** Satellite tokens are not obstacles.
- Sabotage the Satellites:** At the start of each End phase, if the wing leader is at Range 1 of a satellite, the Rebel player places it on the wing leader's Ship card.

OBJECTIVES

Rebel Victory: The wing leader flees the battlefield with three satellite tokens on his Ship card. Alternatively, the *Gozanti*-class cruiser is destroyed.

Imperial Victory: The wing leader is destroyed.

MISSION G1 SETUP EXAMPLE

1. Rebel Setup Areas 2. Imperial/Satellite Setup Areas

MISSION G2: TURNING THE TABLES

Tensions are high aboard the Rebel command ship as the Imperial freighter streaks closer; a full complement of fighters docked and at the ready. "Wing leader, we can't go toe-to-toe with that monster. Last time we tried, we were lucky to get out alive."

The cockpit is silent. The engines hum. Then the wing leader smiles. "Issue blasters to the crew and be ready to move on my mark. I have an idea."

"I hate it when you say that. It always means we're about to do something crazy."

MISSION SETUP

Rebel: 100 squad points; the Rebel player must field the wing leader. The Rebel player cannot field Biggs Darklighter.

Imperial: 110 squad points; the Imperial player must field only the *Gozanti*-class cruiser and up to 4 docked ships (following the rules listed on the "Docking Clamps" Upgrade card).

The play area is 3' x 3'.

The Rebel player chooses a neutral edge and places his ships beyond Range 3 of that edge and within Range 1–2 of the Rebel edge.

Then, the Imperial player places his ships beyond Range 2 of both neutral edges and within Range 2 of the Imperial edge. The *Gozanti*-class cruiser must be placed such that it is parallel to the Imperial edge.

If the Imperial player won the previous mission, deal a facedown Damage card to the wing leader. If the Rebel player won the previous mission, remove two shields from the *Gozanti*-class cruiser at the start of the mission.

The Rebel player has initiative.



SPECIAL RULES

- Boarding the Cruiser:** At the start of the Combat phase, if the wing leader is at Range 1 of the fore section of the *Gozanti*-class cruiser, the Rebel player may roll six attack dice. If he rolls a number of **✓** and blank results that is **equal to or fewer** than the number of damage cards assigned to the cruiser, he attempts to **ATTACH**. Marking the wing leader's position, he picks up the ship, and then attempts to place it adjacent to the fore section's plastic base, such that it and the cruiser are parallel and both ships face forward. The wing leader cannot attach if this placement causes it to overlap another ship; if it cannot be placed, return it to its original position.

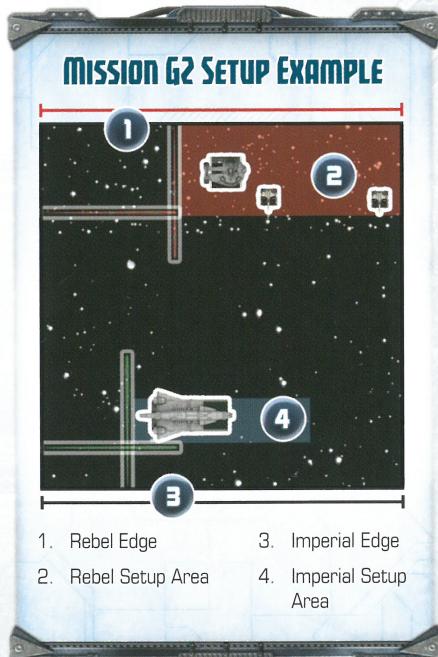
- Storming the Bridge:** While the wing leader is attached, it cannot attack the *Gozanti*-class cruiser, its agility is reduced to "0", and it cannot perform actions. Ships roll one fewer attack die when attacking the docked wing leader. While the wing leader is docked, the *Gozanti*-class cruiser cannot attack the wing leader, cannot be attacked, and cannot suffer damage or critical damage.

OBJECTIVES

Rebel Victory: The wing leader docks with the *Gozanti*-class cruiser and survives until the end of the round or the *Gozanti*-class cruiser flees the battlefield.

Imperial Victory: The wing leader is destroyed or the *Gozanti* survives for 10 rounds.

Draw: The *Gozanti*-class cruiser is destroyed.



1. Rebel Edge
2. Rebel Setup Area
3. Imperial Edge
4. Imperial Setup Area

MISSION G3A: HOT PURSUIT

"Commander, the cruiser isn't responding."

"If it's who I expect, he's asleep at the helm. Repeat the code request."

"Commander, the cruiser still isn't responding. And it appears to be gaining speed."

"Hold on, I'm getting a visual. Those escort ships—they aren't Imperials! Scramble all available fighters! Don't let that cruiser slip out of our reach!"

The Rebels have one chance to escape Imperial space and deliver their newfound asset safely into Alliance hands.

MISSION SETUP

Rebel: *Gozanti*-class cruiser + 100 squad points.

The Rebel player must field the wing leader. The *Gozanti*-class cruiser is equipped with all Upgrade cards on the roster sheet, excluding any "Imperial only" cards and the "Docking Clamps" Upgrade card. The *Gozanti*-class cruiser and its equipped Upgrade cards cost no squad points, and the Rebel player cannot pay squad points to equip additional Upgrade cards to the *Gozanti*-class cruiser.

Imperial: 100 squad points

The play area is 3' x 3'.

Place the eight maneuver tokens facedown in a pile near the play area.

The Imperial player places the six asteroid tokens in the play area, beyond Range 3 of the Rebel edge and beyond Range 1 of each other edge and each other asteroid.

Then the Rebel player places his ships beyond Range 3 of the neutral edges and within Range 1–2 of the Rebel edge. The *Gozanti*-class cruiser may extend beyond Range 2 so long as it is deployed with its base touching the Rebel edge.

Then the Imperial player places his ships within Range 1 of either neutral edge and within Range 1–3 of the Imperial edge.

Remove three shields from the *Gozanti*-class cruiser at the start of the mission.

The Rebel player has initiative.

SPECIAL RULES

- Shoot to Disable:** The *Gozanti*-class cruiser cannot be destroyed. The first time the cruiser would be dealt a Damage card during each attack, the Imperial player chooses one maneuver token from the pile and places it on the *Gozanti*-class cruiser's Ship card.

During the next Planning phase, the Rebel player **cannot** choose or execute a maneuver on the *Gozanti*-class cruiser's maneuver dial that matches any of the maneuver tokens on its Ship card. At the start of the End phase, the Rebel player returns one random maneuver token to the pile.

- Avoid the Asteroid:** If the *Gozanti*-class cruiser overlaps an asteroid, the Imperial player chooses one maneuver token from the pile and places it on the cruiser's Ship card. Then follow the normal rules for overlapping obstacles.

- Imperial Reinforcements:** At the end of each End phase, the Imperial player may call for one reinforcement for each Imperial ship with a pilot skill value of "4" or higher that was destroyed that round, excluding ships that fled or were overlapped by the *Gozanti*-class cruiser. For each reinforcement, he takes the lowest-cost Ship card that matches the destroyed ship's type and places it outside the play area. Then he places the matching ship within Range 1 of the Rebel edge. The Imperial player uses this ship as normal.

OBJECTIVES

Rebel Victory: The *Gozanti*-class cruiser flees off the Imperial edge.

Imperial Victory: The *Gozanti*-class cruiser flees off of any edge other than the Imperial edge or there are eight maneuver tokens on its Ship card.

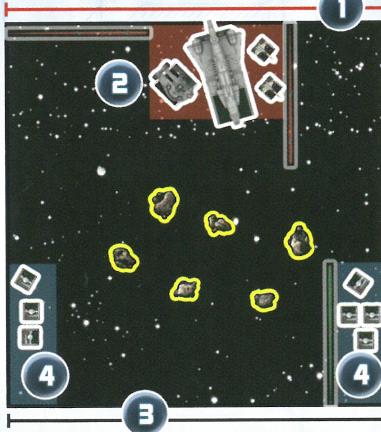


Maneuver
Token Back



Maneuver
Token Front

Mission G3A Setup Example



1. Rebel Edge
2. Imperial Edge
3. Rebel Setup Area
4. Imperial Setup Areas

MISSION G3B: BASE ASSAULT

Sweeping aside Rebel resistance, the Empire tightens its grip on the sector, tracking the Rebels back to their secret base. Battered but still defiant, the Rebels scramble to defend themselves. If the Imperial strike force knocks out their shield projectors, the base will surely fall!

MISSION SETUP

Rebel: 160 squad points; the Rebel player must divide his forces into two squads: a squad of up to 100 squad points (which must include the wing leader), and a reinforcement squad of up to 60 squad points.

Imperial: *Gozanti*-class cruiser + 100 squad points. The *Gozanti*-class cruiser and its equipped Upgrade cards cost 0 squad points.

The play area is 3' x 3'.

The Rebel player places the six asteroids in the play area. Each asteroid must be beyond Range 1 of each edge of the play area and beyond Range 3 of any other asteroid. Then the Imperial player may move up to three astroids. Each asteroid must remain at Range 1 of its original location. Then assign each asteroid a random facedown signal token.

The Imperial player assigns one scanner token to each ship docked to the *Gozanti*-class cruiser. Then the Imperial player places his ships within Range 1 of the Imperial edge.

Then the Rebel player places his 100-point squad within Range 1 of the Rebel edge.

If the Imperial player won the previous mission, assign three energy to the *Gozanti*-class cruiser at the start of the mission. If the previous mission resulted in a draw, remove one shield from the cruiser at the start of the mission.

The Imperial player has initiative.

SPECIAL RULES

- Reconnaissance:** During the activation phase, if the *Gozanti*-class cruiser or a ship with a scanner token is at Range 1 of an asteroid with a signal token, it may perform the **scan** action. To perform the scan action, the Imperial player reveals the signal token. If it is a false signal token, discard it. If it is a shield projector, leave that token faceup.
- Ramming Speed:** If the *Gozanti* overlaps an asteroid with a signal token, reveal and discard the signal token then follow the normal rules for overlapping obstacles.

- Disable the Shield Projectors:** Asteroids with revealed shield projectors are treated as obstacles that can be attacked, target-locked, and damaged. Each asteroid has a hull value of "3" and an agility value of "2." For each damage or critical damage an asteroid suffers, place one damage token near that asteroid. When there are three or more damage tokens near an asteroid, discard its shield projector.

During the *Gozanti*-class cruiser "Use Energy" step, the Imperial player may spend four energy to choose an asteroid at Range 1 with a revealed shield projector and discard it.

- Rebel Reinforcements:** At the end of the third round, the Rebel player chooses a neutral edge and places his 60-point reinforcement squad within Range 1 of that edge. The Rebel player then uses those ships as normal.

OBJECTIVES

Rebel Victory: The *Gozanti*-class cruiser and all scanner ships are destroyed before three shield projectors have been revealed or all Imperial ships are destroyed.

Imperial Victory: Three shield projectors have been discarded or two shield projectors have been discarded and the wing leader is destroyed.



MANEUVERS

The table below lists all possible maneuvers that a Gozanti and a TIE fighter can execute. Players can reference these tables at any time.

GOZANTI-CLASS CRUISER	
4	↑
3	↑
2	↖ ↗
1	↖ ↗ ↘ ↙

TIE FIGHTER	
5	↑
4	↑
3	↖ ↗ ↘ ↙
2	↖ ↗ ↘ ↙
1	↖ ↙



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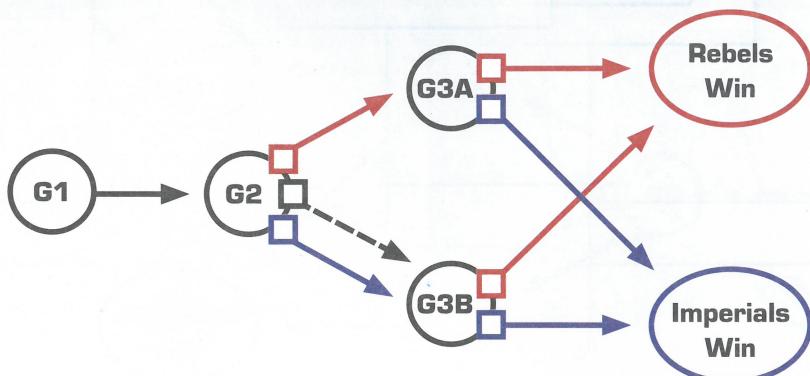
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IMPERIAL CRACKDOWN

Campaign Roster Sheet

CAMPAIGN STRUCTURE



→ Rebel Victory → Imperial Victory → Either Victory → Draw

ROSTER