

STAR WARS™

X-WING™



RULES REFERENCE
VERSION 1.4.4 EFFECTIVE 10/28/2022

INTRODUCTION

This reference is the definitive source for all **Star Wars: X-Wing** rules. Unlike the Rulebook, this reference addresses complex and unusual gameplay situations.

The main component of this guide is a glossary of important game terms, organized alphabetically. There are several appendices beginning on page 23.

GOLDEN RULES

If a rule in this guide contradicts the Rulebook, the rule in this guide takes precedence.

If the ability of a card conflicts with the rules in this guide, the card ability takes precedence.

If a card ability uses the word "cannot," that effect is absolute and cannot be overridden by other effects.

During an attack or while otherwise resolving an effect involving dice, each die cannot be rerolled more than once.


CARD INTERPRETATION

USE OF "YOU"

Many pilot and ship abilities use the word "you" to refer to the ship card's corresponding ship. Upgrade, damage, and condition cards that use the word "you" refer to the ship to which the card has been dealt or equipped.

Card effects that use "you" always refer to the ship or remote, not the player.

USE OF "MAY," "CAN," AND "MUST"

The word "may" is used to mean "has the option to." For example, an ability that says "At the start of the Engagement Phase, you may perform a , means that the ship has the option to perform the action, but can also decline.

The word "can" is used to mean "has the capacity to." For example, an ability that says "While you boost or barrel roll, you can move through and overlap obstacles" means when a ship with this ability boosts or barrel rolls, it ignores the rules that prevents them from overlapping or moving through obstacles. The ship always applies this effect as the effect is not optional but instead an expanded capability.







The word "must" is used to mean "is required to." Although all effects that are not "may" effects are mandatory, the inclusion of "must" is used to reiterate a mandatory effect that could provide a drawback to the ship with the effect.

ONCE PER OPPORTUNITY

Many abilities are restricted to occur "once per opportunity," which means they can be resolved only one time during the specified timing window. For example, if an ability occurs "At the start of the Engagement Phase," this ability can only be resolved once at the start of each Engagement Phase.

As another example, if a ship has the ability "While you perform an attack, you may reroll 1 attack die," it may resolve that ability once during each of its attacks.

AND/OR

If an effect refers to results separated by slashes, it means any combination of those results. For example, if an ability refers to "2 / results" this would include two  results, two  results, or one  and one  result.

ERRATA AND CONFLICTS

If there is a conflict when resolving a game effect between different translations and/or printings of cards, the most recent English printing takes precedent. The most recent card text can be found in the Errata available at www.atOMICmassgames.com/xwing-documents.

GLOSSARY

The glossary lists all gameplay terms and phases in detail.


ABILITIES

Some of the text on condition, damage, ship, and upgrade cards describe **ABILITIES**. These abilities consist of a timing and an effect.



- Unless a card ability uses the word "may" or has the "**Action:**" or "**Attack:**" headers, the ability is mandatory and must be resolved.
- A ship cannot spend or remove tokens that belong to another ship unless an effect explicitly states otherwise. Similarly, a ship cannot spend, modify, or remove die results that belong to another ship unless an effect explicitly states otherwise.
- If multiple abilities resolve at the same time, the players use the [ability queue](#) to determine the order in which the abilities resolve.
- A [destroyed](#) ship's abilities remain active until that ship is removed unless the ability specifies a different timing for the effect to end, such as "until the end of the Engagement Phase." Such effects remain active until the end of the specified time.

PILOT AND SHIP ABILITIES

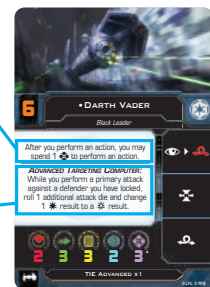
Some ship cards have abilities in addition to or instead of flavor text. All [limited](#) ships have unique, personalized **PILOT ABILITIES** instead of flavor text. Some ships have **SHIP ABILITIES** on their ship cards listed below their pilot ability or flavor text. Ships of the same ship type all have the same ship ability.

After you perform an action, you may spend 1  to perform an action.

Pilot Ability

ADVANCED TARGETING COMPUTER: While you perform a primary attack against a defender you have locked, roll 1 additional attack die and change 1  result to a .

Ship Ability




REPLACEMENT EFFECTS

Some abilities are substitutive in nature—they replace how an effect would normally resolve. These abilities use the words "would" and "instead."

- Replacement effects are not added to the end of the [ability queue](#) as they are resolved at the timing of the effect they are replacing.
- When a replacement effect resolves, the replaced effect is treated as having not occurred.
 - ◇ For example, Jyn Erso's ability says "If a friendly ship at range 0–3 would gain a focus token, it may gain 1 evade token instead." If this ability is used, an effect that triggers after a ship gains a focus token cannot trigger.
- If there are multiple replacement effects that could substitute for the same effect, only one effect can be substituted for the original effect.
 - ◇ For example, a ship is about to gain a focus token and has both the ability "Before you would gain a focus token, gain an evade token instead" and the ability "Before you would gain a focus token, gain a calculate token instead." Only one of those abilities could be resolved.

PAYING COSTS

A ship can pay a cost for an effect only if the effect can be resolved.

- For example, GNK "Gonk" Droid's ability says "**Action:** Spend 1  to recover 1 shield." The ship cannot spend the charge if it has no inactive shields.
- Replacement effects can replace a cost that a ship would pay for an effect. If a cost is replaced in this way, the effect is still resolved.

ABILITY QUEUE

The **ABILITY QUEUE** is used to resolve the timing of multiple **abilities** that trigger during the same timing window. Abilities are resolved from the front of the queue to the back of the queue. These abilities are added to the back of the ability queue using the following rules:

1. If both players have abilities that triggered from the same event, the abilities are added to the ability queue in player order.
2. If a player has multiple abilities that triggered from the same event, that player chooses the order that those abilities are added to the ability queue.
3. If resolving an effect from the ability queue triggers additional effects, they are added to the front of the ability queue using the above rules.


See [Appendix](#) for 2 examples of the ability queue.




- If there are game effects that share the same timing window as a player's ability, the game effect is resolved first.
 - ◇ For example, if a ship performs a red barrel roll and the ship has an ability that triggers after it performs a barrel roll, the ship gains a stress token before the other ability is resolved.
- If an ability's requirements are not met, it cannot be added to the ability queue. For example, at the start of the Engagement Phase, if a ship has an ability that requires it to be tractored, but that ship is not tractored, that ability cannot be added to the queue. The ship cannot add the ability to the queue even if another ability also added to the queue at the start of the Engagement Phase would cause that ship to become tractored upon its resolution.
- If a ship would be removed while there are one or more abilities in the queue, do not remove that ship until there are no abilities in the queue.

ACTIONS

Ships can perform actions, which thematically represent things a pilot can do, such as repositioning slightly or flying defensively.

When a ship is instructed to perform an action, the ship can perform a **STANDARD ACTION**, which includes actions listed in that ship's action bar, as well as abilities that have the **"Action:"** header on that ship's [condition](#), [damage](#), ship, or [upgrade cards](#).

- A ship cannot perform actions while [stressed](#).
- Some upgrade cards have an action bar that lists one or more actions. These actions are added to the ship's action bar and therefore are standard actions that the ship can perform.
- Some ship and upgrade cards have a linked action bar which allows the ship to perform [linked actions](#).
- Some actions can [fail](#).
- Actions have three difficulties: white, red, or purple. White is the least difficult, then red, then purple.
 - ◇ As a cost to attempt to perform a red action, a ship must gain 1 stress token.
 - ◇ As a cost to attempt to perform a purple action, a ship must spend 1 .
 - ◇ If a ship is instructed to perform an action, the action is white unless stated otherwise.
 - ◇ If two or more effects would alter the color of an action from its default color (e.g. "treat the action as red"), the action is treated as the most restrictive of those colors.
- There is no maximum limit to the number of actions a ship can perform over the course of a round, but a ship cannot perform the same action more than once during a single [round](#), or perform an action it has failed this round.
 - ◇ If a ship has multiple damage cards with the same name, each damage card's ability is a different action.

- ◇ Some cards have multiple **"Action:"** headers, each of which indicates a different action.
- ◇ Game effects such as "gain 1 [focus token](#)," "[boost](#)," or "acquire a [lock](#)" are not actions, and a ship can resolve these game effects any number of times each round. Game effects such as "perform a  action," "perform a  action," or "perform a  action" are actions, and therefore each ship can perform each of these actions only once per round.

- During the Perform Action step of a ship's [activation](#), the ship may perform an action.
- A ship can choose not to perform an action during the Perform Action step or when granted an action.

ACTIVATION

See [Activation Phase](#).


ACTIVATION PHASE

The Activation Phase is the third phase of a [round](#). During this phase, each ship **ACTIVATES**, one at a time, starting with the ship with the lowest [initiative](#) and continuing in ascending order.

Each ship activates by resolving the following steps in order:

1. **Reveal Dial:** The ship's assigned [dial](#) is **REVEALED** by flipping it faceup and then placing it next to its ship card.
2. **Execute Maneuver:** The ship executes the [maneuver](#) selected on the revealed dial.
3. **Perform Action:** The ship may perform one [action](#).

After all ships have activated, players proceed to the [Engagement Phase](#).

- If a player has multiple ships with the same [initiative](#) value, that player activates them in any order—finishing the entire activation for one ship before activating another ship of the same initiative value.
- If multiple players have ships with the same initiative value, [player order](#) is used to determine the sequence. The first player activates all of their ships with that initiative value in any order; then the second player activates all of their ships with that initiative value in any order.
- When a ship activates, if it skips the Reveal Dial step, it cannot resolve any abilities that trigger after the ship reveals its dial.
- A [stressed](#) ship cannot execute red maneuvers or perform actions.
- If a stressed ship attempts to execute a red maneuver, the ship executes a **STRESS MANEUVER** instead. The stress maneuver is a white (↑ 2) maneuver. The [bearing](#), [difficulty](#), and [speed](#) of this maneuver cannot be changed unless an ability explicitly affects the stress maneuver.
- If a ship with no active  attempts to perform a purple maneuver, it executes a stress maneuver instead.

AGILITY

A ship's agility is the green number on its ship card. This value indicates the number of defense dice the ship rolls while it defends.



Agility Value on a Ship Card

- During an [attack](#), a ship with an agility value of "0" can still roll additional defense dice granted by game effects such as the [range bonus](#), the attack being [obstructed](#) by an [obstacle](#), or other card [abilities](#).
- Abilities or game effects that cause a ship to roll additional or fewer defense dice do not modify the agility value of the defender.
- All modifiers to agility are cumulative.
- After all modifiers have been applied, if the number of defense dice required for a roll is less than "0," it is treated as "0."
- After all modifiers have been applied, if the number of defense dice required for a roll is greater than "6," it is treated as "6."

ALLIED

Some ships/devices controlled by the same player are **ALLIED** to each other instead of being **friendly**. Allied ships are used by their player much like friendly ships, but do not interact with effects that affect "friendly ships."

- Ships cannot perform **attacks** against allied ships, unless specified otherwise.
- A ship is not friendly to its allied ships, and abilities that affect "friendly ships" do not affect allied ships.
- A ship is not "allied" with itself, and so abilities that affect "allied ships" do not affect the ship that produces them.

ARC

An arc is an area formed between the lines created by extending hash marks or arc lines printed on a ship token to range 3. A ship is **in** an arc if any part of its base is inside that area.

- Arcs are measured beyond the base of ships. The portion of any object that lies beneath a ship is not in any of those ship's arcs.

STANDARD ARCS

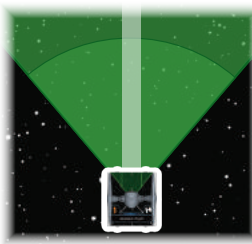
There are three types of **STANDARD ARCS** created from the crossed diagonal arc lines:



1. **Front arc** (☉): This arc projects in the same direction that the ship is facing. Most ships have a primary ☉ weapon. Almost all ☉, ☉, and ☉ weapons use this arc.
2. **Side arcs** (☉, ☉): These arcs are on the left (☉) or right (☉) side of ships.
3. **Rear arc** (☉): This arc projects in the opposite direction that the ship is facing. Some ships have a primary ☉ weapon.

BULLSEYE ARC

Inside of the front arc, each ship has a bullseye arc.



Bullseye arc (☉): This arc is found inside the ☉. If something is in a ship's ☉, it is also in its ☉.

- The ☉ is the width and length of the range ruler.
- There is no intrinsic effect when a ship attacks a ship in its ☉, but card **abilities** may refer to it.

FULL ARCS

There are two **FULL ARCS** that use the midway line instead of the printed arc lines.



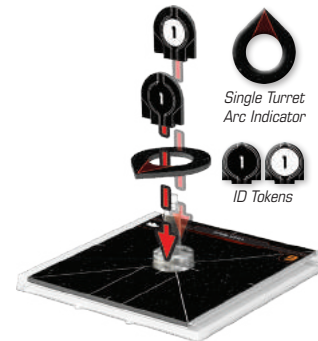
1. **Full front arc** (☉): This arc covers all of the area in front of the ship. Some ships have primary ☉ weapons.
2. **Full rear arc** (☉): This arc covers all of the area behind the ship.

Using the ☉, ☉, and extending the midway line to range 3, the following phrases are used to express specific spatial relationships between ships.

- **Behind:** If ship A is in the ☉ of ship B and ship A does not cross the midway line of ship B, then ship A is **BEHIND** ship B.
- **In front of:** If ship A is in the ☉ of ship B and ship A does not cross the midway line of ship B, then ship A is **IN FRONT OF** ship B.
- **Flanking:** If ship A crosses the midway line of ship B, then ship A is **FLANKING** ship B.

TURRET ARCS

Unlike other arcs, some weapons use turret arc indicators to select arcs. There are two types of turret arc indicators: single turret (☉) and double turret (☉). During **setup**, a ship with a **primary** (or **special**) ☉ or ☉ weapon adds the corresponding turret arc indicator to its base.



The turret arc indicator points toward one of the ship's four standard arcs. The standard arc that the turret arc indicator is pointing toward is a ☉ in addition to still being a standard arc. While a ship performs a ☉ attack, it can attack a target that is in its ☉ arc.

A ship with a double turret arc indicator has two ☉ in opposite directions.

A ship can adjust which standard arc(s) that its turret arc indicator is pointing towards by using the **rotate** (☉) action.

Huge ships have additional rules for turret arc indicators (see [Appendix: Huge Ships](#)).



FIRING ARCS

A ship's **FIRING ARCS** include all shaded arcs on the ship's ship token plus all ☉ arcs, if any.

- If an upgrade card gives a ship a ☉ arc or primary weapon with a specified arc, those arcs are also firing arcs.

ATTACK





Ships can perform attacks which thematically represents the ship firing its blaster cannons, ordnance, or other weapons.



If a ship performs an attack, it becomes the attacker then follows these steps:



1. **Declare Target:** During this step, the attacking player identifies and names the defender of the attack.
 - a. **Measure Range:** The attacking player measures [range](#) from the attacker to any number of enemy ships and determines which enemy ships are in which of its [arcs](#).
 - b. **Choose Weapon:** The attacking player chooses one of the attacker's [primary](#) or [special](#) weapons.
 - c. **Declare Defender:** The attacking player chooses an enemy ship to be the defender. The defender must meet the requirements defined by the weapon.
 - d. **Pay Costs:** The attacker must pay any costs for performing the attack.
 - During the Declare Target step, the [attack arc](#) is the arc that corresponds to the chosen weapon. The [attack range](#) is determined by measuring range from the closest point of the attacker to the closest point of the defender that is **in** the attack arc.
 - A primary weapon requires the attack range to be range 0–3. A primary weapon has no cost by default.
 - Special weapons have different requirements specified by the source of the attack.
 - If there is no valid target for the chosen weapon, or if the attacker cannot pay the costs required for the attack, the attacking player either chooses a different weapon or chooses not to attack.
2. **Attack Dice:** During this step, the attacking player rolls attack dice and the players can modify the dice.
 - a. **Roll Attack Dice:** The attacking player determines the number of attack dice to roll. Starting with the attack value, modifiers that increase or decrease the number of attack dice (such as range bonus and other effects) are applied. Next, if any minimum or maximum number of dice has been set, that limit is applied. There is always a minimum of 0 and a maximum of 6. Then they roll that many dice.
 - While performing a primary attack at attack range 0, attack dice cannot be added.
 - b. **Modify Attack Dice:** The players resolve abilities that modify the attack dice. The defending player resolves their abilities first, then the attacking player resolves their abilities.
 - While performing a primary attack at attack range 0, the attacker's dice cannot be modified, except by the defender.
 - The most common ways the attacker modifies attack dice are by spending a [focus token](#) or spending a [lock](#) it has on the defender.
 - Each attack die cannot be rerolled more than once during an attack.
3. **Defense Dice:** During this step, the defending player rolls a number of defense dice equal to the ship's [agility](#) value and the players can modify the dice.
 - a. **Roll Defense Dice:** The defending player determines a number of defense dice to roll. Starting with the defender's agility value, modifiers that increase or decrease the number of defense dice (such as range bonus, whether the attack is being obstructed by an obstacle, and other effects) are applied. Next, if any minimum or maximum number of dice has been set, that limit is applied. There is always a minimum of 0 and a maximum of 6. Then they roll that many dice.
 - b. **Modify Defense Dice:** The players resolve abilities that modify the defense dice. The attacking player resolves their abilities first, then the defending player resolves their abilities.







- While defending at range 0, enemy ships cannot reduce the number of defense dice you roll, cancel your results, or modify your results.
- The most common ways the defender modifies defense dice are by spending a focus or [evade](#) token.
- Each defense die cannot be rerolled more than once during an attack.

4. **Neutralize Results:** During this step, pairs of attack and defense dice **NEUTRALIZE** each other. Dice are neutralized in the following order:

- a. Pairs of  and  results are canceled.
- b. Pairs of  and  results are canceled.

The attack [hits](#) if at least one  or  result remains uncanceled; otherwise, the attack [misses](#).

5. **Deal Damage:** If the attack hits, the defender [suffers damage](#) for each uncanceled  and  result in the following order:

- a. The defender suffers 1  damage for each uncanceled  result. Then cancel all  results.
- b. The defender suffers 1  damage for each uncanceled  result. Then cancel all  results.

6. **Aftermath:** Abilities that trigger after an attack are resolved in the following order:

- a. Resolve any of the defending player's abilities that trigger after a ship defends or is destroyed, excluding abilities that grant a bonus attack.
- b. Resolve any of the attacking player's abilities that trigger after a ship performs an attack or is destroyed, excluding abilities that grant a bonus attack.
- c. Resolve any of the defending player's abilities that trigger after a ship defends or is destroyed that grant a bonus attack.
- d. Resolve any of the attacking player's abilities that trigger after a ship performs an attack or is destroyed that grant a bonus attack.

- Each ship may perform one standard attack when it engages during the Engagement Phase.
- If a ship is [destroyed](#) at an initiative step during the [Engagement Phase](#), the ship is not removed until all ships of the attacker's [initiative](#) have engaged.
- During an attack, a ship cannot choose to roll fewer dice than it is supposed to roll.
- If a player would roll more dice than they have available, keep track of the rolled results and reroll the dice necessary to equal the total number of dice the player would have rolled all at once. Note that these dice are not considered rerolled for the purposes of modifying dice.

ATTACK ARC

During an [attack](#), the **ATTACK ARC** is the [arc](#) that corresponds to the weapon the attacker is using. During the Declare Defender step, the opposing ship needs to be in the attack arc.

ATTACK RANGE

During an attack, the **ATTACK RANGE** is determined by measuring [range](#) from the closest point of the attacker to the closest point of the defender that is in the [attack arc](#).

- While measuring range for abilities that do not specify the attack range, the range between the attacker and defender is measured from the closest point of the attacker to the closest point of the defender, ignoring the attack arc.
- While attacking a ship at range 0, the attack range is always 0.

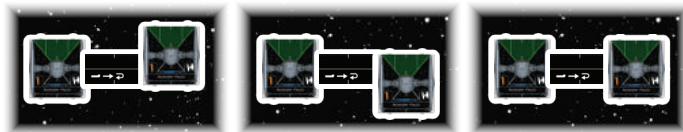
BANK (1 AND 1)

See [Bearing](#).

BARREL ROLL (↻)

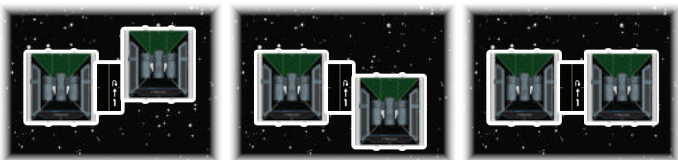
Pilots can barrel roll to move their ship laterally and adjust their position. When a small ship performs a ↻ action, it barrel rolls by following these steps:

1. Take the [1 ↑] template.
2. Place the narrow edge of the template flush against the left or right side of the ship's base. The template must be placed with the middle line of the template aligned with the hashmark on the side of the base.
3. Lift the ship off the play surface, then place the ship with the hashmark on the side of the base aligned to the front, middle, or back of the other narrow end of the template.
4. Return the template to the [supply](#).



A TIE fighter barrel rolls to the right and slightly forward, slightly backward, or straight across.

When a [medium or large ship](#) barrel rolls, substitute "long edge" for "narrow edge" in the above description.



A TIE Punisher barrel rolls to the right.

- When a player declares to barrel roll a ship, that player also declares whether the ship is barrel rolling to the left or right. Then, while attempting to place the ship, the player may attempt to place the ship at the front, middle, and back before choosing one of those positions.
- While attempting to place a ship to complete a barrel roll, the barrel roll can [fail](#) if any of the following occurs:
 - ◊ All three positions would cause the ship to [overlap](#) another ship.
 - ◊ All three positions would cause the ship to overlap or [move through](#) an [obstacle](#).
 - ◊ All three positions would cause the ship to be outside the play area (and therefore would cause that ship to [flee](#)).
- If a barrel roll fails, the ship is returned to its prior position before it attempted the barrel roll. If this was part of a ↻ action, that action fails.
- The player cannot choose to fail a barrel roll if one of the three positions would not cause the action to fail.
- Performing a barrel roll does not count as executing a [maneuver](#) but does count as a [move](#).
- If an ability instructs a ship to barrel roll, this is different than performing a ↻ action. A ship that barrel rolls without performing the action can still perform the ↻ action this round.

BEARING

Each [maneuver](#) has three components: [speed](#) (a number 0–5), [difficulty](#) (red, white, or blue), and bearing (an arrow or other symbol). Each bearing is also defined with a **DIRECTION**, including straight, left, or right.

All maneuvers are categorized as either basic or advanced. Additionally, all maneuvers that begin by using the front [guides](#) are **FORWARD** maneuvers.

BASIC MANEUVERS

The following bearings are for **BASIC MANEUVERS**. These maneuvers follow the standard rules for executing a maneuver.

- **Straight:** The ↑ (straight) bearing advances a ship straight forward.
- **Bank:** The ↵ (left bank) and ↷ (right bank) bearings advance a ship at a shallow curve to one side, changing its facing by 45°.
- **Turn:** The ↶ (left turn) and ↷ (right turn) bearings advance a ship at a tight curve to one side, changing its facing by 90°.

ADVANCED MANEUVERS

The following bearings are for **ADVANCED MANEUVERS**. These have exceptions to the standard rules for executing a maneuver.

- **Koigoran Turn:** The ↻ (Koigoran turn) bearing advances a ship straight forward, changing its facing by 180°. This uses the same template as the ↑ maneuver.
 - ◊ If the ship fully executes the maneuver, the player slides the ship's front guides into the end of the template instead of the rear guides.
- **Segnor's Loop:** The ↶ (left Segnor's Loop) and ↷ (right Segnor's Loop) bearings advance a ship at a shallow curve to one side, then reverses its facing. This uses the same template as the ↵ and ↷ maneuvers.
 - ◊ If the ship fully executes the maneuver, the player slides the ship's front guides into the end of the template instead of the rear guides.
- **Tallon Roll:** The ↶ (left Tallon Roll) and ↷ (right Tallon Roll) bearings advance a ship at a tight curve to one side, sharply changing its facing by 180°. This uses the same template as the ↶ and ↷ maneuvers.
 - ◊ If the ship fully executes the maneuver, before the player places the ship at the opposite end of the template, the ship is rotated 90° to the left for a ↶, or 90° to the right for a ↷. Then the player places the ship with the hashmark on the side of the base aligned to the left, middle, or right of the end of the template, (similar to a [barrel roll](#)).

If a ship overlaps another ship while executing a Koigoran turn, Segnor's Loop, or Tallon Roll, the ship partially executes the maneuver by using the rear guides as though it was executing the basic maneuver that uses the same template.

- **Stationary:** The ■ (stationary) bearing does not move the ship from its current position. This bearing does not have a corresponding template.
 - ◊ A ship that executes this maneuver counts as executing a maneuver, does not overlap any ships, does trigger the effects of overlapping any obstacles at range 0, and continues to be at range 0 of any objects it was touching before executing this maneuver.
 - ◊ Stationary maneuvers are not forward maneuvers.
 - ◊ A ship that executes a stationary maneuver always fully executes the maneuver.

At the start of any type of **REVERSE** maneuver, instead of sliding the template between the front guides of the ship's base, slide it between the rear guides. Additionally, when the ship is moved, the player slides the ship's front guides into the end of the template instead of the rear guides.

- **Reverse Straight:** The I (reverse straight) bearing moves the ship straight backward. This bearing uses the same template as the ↑ maneuver.

◇ Reverse straight maneuvers are reverse maneuvers, not forward maneuvers.

- **Reverse Bank:** The ↶ (left reverse bank) and ↷ (right reverse bank) bearing moves the ship at a shallow curve to one side, changing its facing by 45°. This bearing uses the same template as the ↶ and ↷ maneuvers.

◇ Reverse bank maneuvers are reverse maneuvers, not forward maneuvers.

BEHIND

See [Arc](#).

BLAZE

When this object is placed, fit the guides to the tab of the Blazer Bomb.



Blazer Bomb

After this obstacle is placed, place a fuse marker on it.

- During the End Phase, remove each Blaze with no fuse markers, then remove one fuse marker from each Blaze.

While a ship moves, if it moves through or overlaps a Blaze obstacle, it suffers the following effect:

- After the move is resolved, roll one attack die. On a ✱ or ✱ result, the ship suffers one ✱ damage; on a 🗲 result, it gains one stress token. Then the ship skips its Perform Action step this round.

After a remote relocates, if it relocates so that it is at range 0 of a Blaze obstacle, it suffers one ✱ damage.

While a unit defends, if the attack is obstructed by a Blaze, it rolls 1 additional defense die.

BONUS ATTACK

If a card instructs a ship to perform a bonus attack, it performs an additional [attack](#) during the Aftermath step.

- A few [special weapons](#) provide a bonus attack using the same weapon. While performing this type of bonus attack, the same arc requirements, range requirements, and cost requirements are followed unless stated otherwise.
 - ◇ For example, a ship that attacked with the Cluster Missiles card can perform a bonus attack against another ship at range 1 of the defender and ignore the ✱ requirement. The range (1–2), arc (🗲), and cost (spending 1 ⚡ charge) are maintained for the bonus attack.
- A ship can perform only one bonus attack per [round](#).
- If both players have a bonus attack that triggers after an attack, the defending player resolves their bonus attack first.
- Huge ships have further rules for bonus attacks. See [Appendix: Huge Ships](#).

BOMB

A bomb is a type of [device](#) that is placed in the [play area](#) through a card effect from a 🗲 upgrade card. The upgrade card that corresponds to the bomb has the "Bomb" trait at the top of its card text. Bombs can be dropped or launched during the [System Phase](#) and detonate at the end of the [Activation Phase](#).

BOOST (↩)

Boost represents a pilot activating additional thrusters to move farther forward. When a ship performs a ↩ action, it boosts by following these steps:

1. Choose the [1 ↩], [1 ↶], or [1 ↷] template.
2. Set the template between the ship's front [guides](#).
3. Place the ship at the opposite end of the template and slide the rear guides of the ship into the template.
4. Return the template to the [supply](#).



An X-wing boosts to the left, straight, or to the right.

- When a player declares to boost a ship, that player also declares whether the ship is boosting straight, left, or right.
- While attempting to place a ship to complete a boost, the boost can [fail](#) if any of the following occurs:
 - ◇ The ship's final positions would cause the ship to [overlap](#) another ship.
 - ◇ The ship would overlap or [move through](#) an [obstacle](#).
 - ◇ The ship's final position would cause it to be outside the play area (and therefore would cause that ship to [flee](#)).
- If a boost fails, the ship is returned to its prior position before it attempted the boost. If this was part of a ↩ action, that action fails.
- The player cannot choose to fail a boost if the final position would not cause the action to fail.
- Performing a boost does not count as executing a [maneuver](#) but does count as a [move](#).
- If an ability instructs a ship to boost, this is different than performing a ↩ action. A ship that boosts without performing the action can still perform the ↩ action this round.

BREAK

See [Lock](#).

BUILDER KEYWORDS

See [Squad Building](#).

BULLSEYE ARC (🗲)

See [Arc](#).

CALCULATE (🗲)



Pilots can calculate, using advanced computing power to increase their combat performance. When a ship performs the 🗲 action, it gains one calculate token.









Calculate Token

A ship is **CALCULATING** while it has at least one calculate token. Calculate tokens are circular, green [tokens](#). A calculating ship follows these rules:

- While a calculating ship performs an attack, during the Modify Attack Dice step, it may spend one or more calculate tokens to change that many of its 🗲 results to ✱ results.

- While a calculating ships defends, during the Modify Defense Dice step, it may spend one or more calculate tokens to change that many of its  results to  results.

Additionally:

- A ship cannot spend calculate tokens to change  results to  or  results if it does not have any  results.
- If a card ability instructs a ship to gain a calculate token, this is different than performing a  action. A ship that gains the token without performing the action can still perform the  action this round.

CANCEL

When a die result is canceled, a player takes one die displaying the canceled result and physically removes the die from the common area. Players ignore all canceled results.

- Canceling dice does not count as [modifying dice](#).

CHARGES





CHARGES are two-side punchboard components that track certain limited resources. Some ship and upgrade cards have charges to denote their use.

All charges obey the following rules:

- When an effect instructs a ship to **RECOVER** a charge, an inactive charge on that ship (ship or upgrade card) is flipped to its active side. A card cannot recover a charge if all of its charges are on their active side.
- When an effect instructs a ship to **LOSE** a charge, a charge assigned to the relevant card is flipped to the inactive side.
- When a ship **SPENDS** a charge, that charge is lost. A ship cannot spend a charge for an effect if all of its charges that are available for that effect are already inactive.
- Each card with a **CHARGE LIMIT** (the number) starts the game with a number of charges equal to the charge limit. Each charge starts on its active side.
- Charges associated with charge limits that have the recurring charge symbol are called **RECURRING CHARGES**. Alternatively, charges associated with charge limits that do not have the recurring charge symbol are called **NON-RECURRING CHARGES**. Charges that are instead lost over time are called **NEGATIVE RECURRING CHARGES**.

CHARGE TYPES

There are four types of charges:

- **STANDARD CHARGES** , which represent limited resources like munitions and a pilot's stamina. These have a golden number.
- **FORCE CHARGES** , which represent the ebbing and flowing power of the Force: These have a purple number.
- **SHIELDS** , which represent a ship's defensive shielding. These have a blue number.
- **ENERGY** , which represents a huge ship's draw of power from its engines (see [Appendix: Huge Ships](#)). These have a magenta number.

RECURRING CHARGES

Some charge limits, shield capacities, and all Force capacities have a **RECURRING CHARGE SYMBOL**. During the [End Phase](#), each card with a recurring charge symbol recovers one charge per recurring charge symbol.



Recurring Charge Symbol


NEGATIVE RECURRING CHARGES




Some charge limits have a **NEGATIVE RECURRING CHARGE SYMBOL**. During the End Phase, each card with a negative recurring charge symbol loses one charge per negative recurring charge symbol.




Negative Recurring Charge Symbol







STANDARD CHARGE










Standard charges  can represent anything from limited munitions to exhaustible abilities that can only be performed infrequently.

- **SHIP CHARGES** are charges on ship cards and **UPGRADE CHARGES** are charges on upgrade cards.
- If an upgrade card has a charge limit, the  are placed above that upgrade card (not the ship card it is attached to).
- ◊ If an upgrade card instructs the ship to spend , those  are spent from that upgrade card.


FORCE CHARGE

Force charges  represent how some pilots or crew members can exert their influence over the Force.







While it performs an attack, a ship can spend any number of  during the Attack Dice step to change that number of its  results to  results. While it defends, a ship can spend any number of  during the Defense Dice step to change that number of its  results to  results.

- If an upgrade card has a Force capacity, this increases the Force capacity of the ship. The  are placed above the ship card it is attached to (not the upgrade card).
- ◊ A ship card that does not have a Force capacity on its ship card has a Force capacity of "0," but that capacity can be increased by upgrade cards that have a Force capacity.
- ◊ If a ship has multiple sources of recurring , the recurring charge symbols do not stack. During the End Phase, each ship with a Force capacity recovers a number of  equal the highest number of recurring  symbols among the cards that grant it a Force capacity. For example, if a ship with a Force capacity of "0" has two  cards that each grant it a Force capacity of "+1" and have one recurring  symbol each, that ship has a Force capacity of "2," but recovers only one  during the End Phase.
- ◊ If an upgrade card instructs the ship to spend , those  are spent from the ship card.

SHIELD

Shields  represent defensive energy barriers. A ship is shielded while it has at least one active shield.

While a ship defends, shields provide it protection against damage. See [Damage](#). Additionally:

- If an upgrade card has a shield capacity, this increases the shield capacity of the ship. The  are placed above the ship card it is attached to (not the upgrade card).
- ◊ A ship card that does not have a shield capacity on its ship card has a shield capacity of "0," but that capacity can be increased by upgrade cards that have a shield capacity.
- ◊ During the End Phase, each ship with a shield capacity recovers a number of  equal the number of recurring  symbols on its ship card (only huge ships have recurring  symbols, see [Appendix: Huge Ships](#)).
- ◊ If an upgrade card instructs the ship to spend , those  are spent from the ship card.

ENERGY

Energy  are charges used only by huge ships (see [Appendix: Huge Ships](#)).

CLOAK (👁)

Ships can cloak to become difficult to hit, and they can decloak to move unpredictably. When a ship performs the 👁 action, it gains one cloak token.



Cloak Token

A ship is **CLOAKED** while it has a cloak token. Cloak tokens are blue **tokens**. A cloaked ship has the following effects:

- Its **agility** value is increased by 2.
- It is **disarmed**.
- It cannot perform the cloak action or gain a second cloak token.

During the **System Phase**, each cloaked ship may spend its cloak token to **DECLOAK**. When a small ship decloaks, it must choose one of the following effects:

1. **Barrel roll** using the [2 ↑] template.
2. **Boost** using the [2 ↑] template.

When a **medium or large ship** decloaks, it must choose one of the following effects:

1. Barrel roll using the [1 ↑] template.
 2. Boost using the [1 ↑] template.
- Decloaking does not count as executing a **maneuver** or performing an **action** but does count as a **move**.
 - A ship can decloak even while **stressed**.
 - When a player declares to decloak a ship, that player must declare which type of boost or barrel roll it is going to perform before placing a template on the play area.
 - If a decloak fails, the ship is returned to its prior position before it attempted the decloak and the cloak token is not removed.
 - Each ship cannot drop or launch a **device** during the same phase that it decloaked.

CONDITION CARDS

Condition cards are cards assigned by ship and upgrade cards that represent persistent game effects. A condition card is not in play until a game effect assigns it to a ship. When a condition card is assigned, its text resolves.

After a ship is assigned a condition card, assign the associated condition marker to that ship as a reminder of the card's persistent effect.

- A condition marker is removed when the corresponding condition card is removed.
- A condition that has been removed can be assigned again.
- When a ship is **removed from the game**, any condition cards assigned to that ship are not removed.

LIMITED CONDITIONS

Some condition cards are **limited**, meaning that each player can have a limited number of instances of that condition in play. If an effect assigns a new instance of a limited condition in excess of the limited value of that condition for that player, the player whose effect caused the condition to be assigned chooses one instance of the limited condition in play and removes it, then assigns the new instance of that condition.

For example, if a condition is limited 1 and a second instance would be assigned for that player, the first instance of the condition card is removed and then the second is assigned.

SECRET CONDITIONS

Condition cards that share the same condition marker and are assigned facedown, rather than faceup, are called **SECRET CONDITIONS**. A secret condition is assigned by one player, and the other players do not know which of the secret conditions that shares the same marker was assigned. They are revealed when their effects are resolved. Additionally:

- No ship can have more than one secret condition that shares the same condition marker.
- If a ship is assigned a secret condition that uses the same condition marker as a condition it already has, the previous condition is removed (if it was facedown, do not reveal it).
- The player whose effect assigned the condition may look at the facedown condition at any time.
- The identity of the assigned secret condition, as well as any unassigned secret conditions that share the same condition marker, are hidden information from all other players.
- The text of secret conditions is open information that can be accessed by either player at any time. Products that include secret conditions include an extra copy of each of the secret conditions, so that all players can reference the text of the conditions without revealing which condition is in play.

COORDINATE (👁)

Pilots can coordinate to assist their allies. When a ship performs the 👁 action, it coordinates. A **COORDINATING** ship is a ship that is attempting to coordinate by performing the following steps:

1. Measure range from the coordinating ship to any friendly ships.
2. Choose another friendly ship at range 1–2.
3. The chosen ship may perform one action.

Additionally:

- While a ship coordinates, the coordinate **fails** if no valid ship is chosen.
 - ◇ If the chosen ship attempts to perform an action but that action fails, the coordinate does not fail.
- If an ability instructs a ship to coordinate, this is different than performing a 👁 action.
 - ◇ A ship that coordinates without performing the action can still perform the 👁 action this round.

DAMAGE

Damage represents the amount of structural damage a ship can take. Damage is tracked by damage cards. A ship is destroyed when the number of damage cards it has is equal to or greater than its **hull** value.

There are two types of damage: ★ (regular) damage and ✨ (critical) damage. When a ship suffers damage, that damage is suffered one at a time. For each damage a ship suffers, it loses an 🛡 (active shield). If it does not have an 🛡 remaining, it is dealt a damage card instead. For ★ damage, the card is dealt **facedown**; for ✨ damage, the card is dealt **faceup** and its text is resolved. All ★ damage is suffered **before** ✨ damage.

A ship is **DAMAGED** while it has at least one damage card. A ship is **CRITICALLY DAMAGED** while it has at least one faceup damage card.

- If an effect instructs a player to deal a damage card to a ship, this is different from the ship suffering damage. The card is dealt to the ship regardless of whether the ship has any 🛡 (active shields).
- When a ship suffers damage or otherwise is dealt damage cards that would cause it to exceed its **hull** value, the excess damage cards are still dealt.

DAMAGE CARDS

Damage cards are used to track how much damage a ship has suffered. When a ship needs to be dealt damage cards, the player uses their own damage deck. After a ship is destroyed, its damage cards remain on that ship.

Some abilities can cause damage cards to be flipped. A facedown damage card can be **EXPOSED**, which flips it faceup and the effect is resolved. Both facedown and faceup damage cards can be **REPAIRED**. If a faceup damage card is repaired, it is flipped facedown. If a facedown damage card is repaired, it is discarded.



Damage Cards

- Exposing a damage card does not count as dealing a damage card and therefore does not trigger abilities related to suffering damage.
- If an ability exposes or repairs a ship's facedown damage card, and the ship has multiple facedown damage cards, the card is chosen randomly from the facedown damage cards the ship has.
 - ◊ To randomly select a facedown damage card, one player shuffles those cards and the other player chooses one.
- If an ability allows a ship to repair a damage card without specifying faceup or facedown, the player can choose to repair either type.
- A ship's **hull** value is not reduced by being dealt damage cards.
- The text of a ship's facedown damage cards cannot be looked at unless an effect specifies to do so.
- If a damage deck is empty when a damage card must be dealt or drawn, remove all damage cards from destroyed ships, flip them faceup, and shuffle them to create a new damage deck.
 - ◊ If there are still not enough damage cards in a damage deck, record how many facedown damage cards each ship has with scratch-paper or markers, then shuffle those facedown damage cards to create a new deck.
- Each damage card is numbered 1–14 on the bottom of the card. Near that number, there is a number of pips that indicate the number of copies of that damage card that are in the deck. This is useful to identify whether cards are missing and if so, how many and which cards.
- Huge ships have their own damage cards. See [Appendix: Huge Ships](#).

DECLOAK

See [Cloak](#).

DEFEND

See [Attack](#).

DEFENDER

The ship that is chosen during the Declare Defender step of the Declare Target step of an [attack](#) is the defender.

- That ship remains the defender until after all “after attacking” and “after defending” abilities have resolved during the Aftermath step.

DEplete

A ship is **DEPLETED** while it has at least one deplete token. While a depleted ship performs an attack, it rolls one fewer attack die. Deplete tokens are red tokens.



Deplete Token

- After a depleted ship applies the effect to roll one fewer attack die this way, it removes one deplete token.
- After a depleted ship executes a blue maneuver, it removes one deplete token.

DEPLOY

See [Dock](#).

DEFICIT

If the squad point total of a player's squad is less than the maximum allowed squad value, subtract the total squad point value of their squad from the maximum to determine that player's deficit before the game begins.

- At the start of the game, each player earns mission points equal to their opponent's deficit.

DESTROYING SHIPS

A ship is **DESTROYED** after it has a number of damage cards that equals or exceeds its hull value. A destroyed ship is placed on its ship card.

- After a ship is destroyed in a phase other than the [Engagement Phase](#), it is [removed from the game](#).
- If a ship is destroyed during the Engagement Phase, it is removed after all ships that have the same initiative as the currently engaged ship have engaged, which is called [simultaneous fire](#).
- If an effect triggers after a ship is destroyed, the effect resolves immediately, before the ship is removed.
- A destroyed ship's [abilities](#) remain active until that ship is removed unless the ability specifies a different timing for the effect to end, such as “until the end of the Engagement Phase.” Such effects remain active until the end of the specified time.

DEVICE

Devices are objects that exist in the play area and are represented by cardboard markers. Certain cards allow a ship to add a specific type of device to the play area and provide additional rules for how that device behaves. There are a number of ways for a device to enter or change location in the play area. Some provide specific instructions for how to place a device in the play area, while others use one or more of the following processes:

To **DROP** a device, follow the steps below:

1. Take the template indicated on the upgrade card.
2. Set the template between the ship's rear [guides](#).
3. Place the device indicated on the upgrade card into the play area and slide the guides of the device into the opposite end of the template. Then remove the template.

To **LAUNCH** a device, follow the steps below:

1. Take the template indicated on the upgrade card.
2. Set the template between the ship's front guides.
3. Place the device indicated on the upgrade card into the play area and slide the guides of the device into the opposite end of the template. Then remove the template.

To **RELOCATE** a device, do the following:

- Pick up and replace the device as described in the effect that relocated it. This can involve a template, or might place the device at a ship's guides.
- A device that relocates does not count as moving through or overlapping obstacles.

Some devices can detonate. When a device **DETONATES**, a number of effects trigger depending on the type of device. After resolving these effects, remove that device.

- See [Appendix](#) for examples of dropping and launching.
- One side of each device has a white boarder to help distinguish which player it belongs to.
- Most devices are placed during the [System Phase](#). Each ship can place a device only once per System Phase.
- Most devices have an associated upgrade card that lets the player spend ⚡ to place that device. Many of these cards are payload (📦) upgrades.

- When an effect instructs a ship to place a device associated with a different card (e.g. "drop 1 bomb"), that ship must pay all costs (such as spending ⚡) and place the device as its associated card dictates. Other effects can modify how it is placed (e.g. the TIE Bomber's Nimble Bomber ship ability) as normal.
- Each ship cannot place a device and **decloak** in the same phase.
- Devices are not **obstacles**, unless otherwise stated, but are **objects**.
- If a device is placed overlapping a ship, it is placed under the ship's base.
- If a device that detonates when overlapped is placed under more than one ship's base, it detonates instantly and the player placing the device chooses which ship it affects.
- The guides on a device count as part of the device for the purposes of measuring range to or from it as well as overlapping and moving through it.
- A device cannot be placed so that a portion of the device would be outside the play area. If this would happen, play is reversed to before the device was placed—the device is not placed, any charges spent and other costs paid are recovered, and the player can choose to not place that device.
- If a ship **partially executes a maneuver**, only the portion of the template that is between the starting and final position of the ship is counted for the purpose of moving through or overlapping a device. Ignore the portion of the template that the ship moved backward along when resolving the maneuver.

DIAL

Each ship type has its own unique dial. All expansion products contain a dial for each ship in that product. Dials are used during the **Planning Phase** to secretly select maneuvers.



X-wing Dials Front and Back

- When a player is instructed to set a ship's dial, the player can choose the same maneuver that it already has selected unless stated otherwise.
- Players are not allowed to touch or look at their opponents' facedown dials. If a player wishes to touch or look at their own facedown dial, they must inform their opponent they wish to do so before touching the dial.
- Each **faction** has its own **Maneuver Dial Upgrade Kit**. These dials assemble slightly differently than the standard dials and use a curved indicator below the **maneuver** instead to indicate selected maneuvers.

DICE MODIFICATION

Players can modify dice by spending various tokens and by resolving abilities. Dice can be modified in the following ways:

- **Add:** To add a die result, place an unused die displaying the result next to the rolled dice. A die added in this way is treated as a normal die for all purposes and can be modified and canceled.
- **Change:** To change a die result, rotate the die so that its faceup side displays the new result.
- **Reroll:** To reroll a die result, pick up the die and roll it again.
- **Spend:** To spend a result, remove the die from the dice pool.

Additionally:

- Dice modification occurs during the respective Modify Attack Dice or Modify Defense Dice step, unless otherwise stated.
- Although dice can be modified by multiple effects, each die cannot be rerolled more than once.
- If an ability instructs a ship to spend a result, it cannot spend another ship's results unless stated otherwise.
- **Canceling** dice is not a dice modification.
- Rolling additional dice or fewer dice is not a dice modification.

- If a die cannot be changed to a given result, nothing happens.
 - ◊ For example, an attack die cannot be changed to an ⚡ result because that result does not appear on that die.

DIFFICULTY

Each **maneuver** has three components: **speed** (a number 0–5), **difficulty** (red, white, blue, or purple), and **bearing** (an arrow or other symbol).

During the Check Difficulty step of executing a maneuver, if the maneuver is red, the ship gains one **stress token**. If it is blue, the ship removes one stress token. If it is purple, the ship must spend 1 ⚡ as a cost to execute the maneuver.

- A **stressed** ship cannot execute red maneuvers or perform actions.
- If an effect increases the difficulty of a maneuver, blue increases to white, and white increases to red. If an effect decreases the difficulty of a maneuver, red decreases to white, and white decreases to blue.
 - ◊ An **ability** that increases the difficulty of a red maneuver or decreases the difficulty of a blue maneuver can resolve, but has no additional effect.
 - ◊ If multiple abilities change the difficulty of a maneuver, the effects are cumulative. For example, if a ship reveals a red [4 ↑] maneuver and has one effect that increases the difficulty of the maneuver and another effect that decreases the difficulty, the maneuver is treated as red.
 - ◊ A purple maneuver can never have its difficulty increased or decreased, and a non-purple maneuver's difficulty can never be increased to purple. Another maneuver can be treated as purple by an ability, or a purple maneuver can be treated as another color. For abilities that compare difficulty, purple maneuvers are considered more difficult than non-purple maneuvers and the same difficulty as other purple maneuvers.

DIRECTION

See "**Bearing**"

DISARMED

A ship is **DISARMED** if it has at least one disarm token. A disarmed ship cannot perform **attacks**. The disarm token is a circular, orange **token** and is removed during the **End Phase**.



Disarm Token

- During the **Engagement Phase**, disarmed ships still engage (but cannot perform attacks).

DOCK

Some abilities allow a ship to be attached to or ride inside another friendly ship. If a card ability instructs a ship to **DOCK** with a carrier ship, the docked ship is placed in **reserve**. A docked ship is able to **DEPLOY** from its carrier ship during the **System Phase** by performing the following steps:

1. Choose a non-stationary, non-reverse **maneuver** on the docked ship's dial.
2. Using the corresponding template, the docked ship executes the **maneuver** using the front **guides** or the rear guides of the carrier ship as if those guides were the docked ship's starting position.
3. The ship may perform one **action**.
 - While a ship is deploying, if the ship would partially execute the maneuver and cannot be placed without overlapping another ship, the ship **fails** to deploy and stays in reserve.
 - A ship that deploys during the System Phase does not activate during the Activation Phase.

During the System Phase, a ship at **range** 0 of its carrier ship can dock with it and be placed in reserve. A ship cannot both dock and deploy during the same System Phase. A ship that docks during the System Phase does not resolve its assigned dial or activate during the Activation Phase.

- After a ship that can dock partially executes a maneuver and overlaps a friendly carrier ship, it may be placed in reserve. If it is, do not resolve the effects of the overlap.

If a carrier ship is destroyed, before the carrier is removed from the play area, any docked ships can **EMERGENCY DEPLOY** from their carrier. A docked

ship performs an emergency deploy similar to deploying, as described above, except the ship first suffers 1 ✱ damage and after executing the maneuver, does not have the opportunity to perform an action.

- If the docked ship attempts to emergency deploy and must [partially execute](#) the maneuver but cannot be placed without overlapping another ship, the ship [fails](#) to deploy and is destroyed.
- If a ship emergency deploys during the [Engagement Phase](#), it can still engage during that phase at its [initiative](#). If its initiative has already occurred this round, it cannot engage this phase.

Additionally:

- See [Appendix](#) for a deploy example.
- Ships capable of docking can start the game docked. Before the Place Forces step of [setup](#), that player must declare which ships are docked and the ships they are docked to.
- During the System Phase, the initiative of the ship docking or deploying is used, not the initiative of the carrier ship.

DROP

See [Device](#).

END PHASE

The End Phase is the fifth phase of the [round](#). During the End Phase, the following occur in this order:

1. Abilities that occur "at the start of the End Phase" form an ability queue and resolve.
2. Abilities that occur "during the End Phase" form an ability queue and resolve.
3. All circular [tokens](#) are removed from all ships (green, then orange).
4. Each card with a [recurring charge icon](#) recovers that many charges. Each card with a [negative recurring charge icon](#) loses that many charges.

After this phase, the criteria for [winning the game](#) are checked. If the game did not end, the [Planning Phase](#) of the next round begins.

ENEMY

All ships/[devices](#) controlled by opposing players are **ENEMY** ships/devices. Any dice that an opposing player rolls are enemy dice. This is in contrast with [friendly](#).

ENGAGEMENT PHASE

The Engagement Phase is the fourth phase of the [round](#). During this phase, each ship **ENGAGES**, one at a time, starting with the ship with the highest [initiative](#) and continues in descending order.

When a ship engages, it may perform an [attack](#).

- After all ships of a given initiative have engaged, all destroyed ships are removed. Then, continuing in descending order, this process continues with all ships of the same initiative engaging and then removing all destroyed ships.
- If a player has multiple ships with the same [initiative](#), the player engages them in any order, engaging one ship before engaging another ship of the same initiative value.
- If multiple players have ships with the same initiative, [player order](#) is used to determine the order. The first player engages all of their ships of a given initiative before the second player engages all of their ships of that initiative.
- [Disarmed](#) ships still engage even though they cannot perform attacks.
- Each ship engages only once during this phase.

ENVIRONMENT CARDS

See [Appendix: Environment Cards](#).

EVADE (🌀)

Pilots can evade to fly defensively. When a ship performs an 🌀 action, it gains one evade token.



Evade Token

A ship is **EVADING** while it has at least one evade token. Evade tokens are circular, green [tokens](#). While an evading ship defends, during the Modify Defense Dice step, it can spend one or more evade tokens to change that many of its blank or 🌀 results to 🌀 results.

- If an ability instructs a ship to gain an evade token, this is different than performing an 🌀 action. A ship that gains the token without performing the action can still perform the 🌀 action this round.

FACTION

There are seven factions in the game: Rebel (The Rebel Alliance), Imperial (The Galactic Empire), Scum (Scum and Villainy), Resistance, First Order, Republic (Grand Army of the Republic), and Separatist (Separatist Alliance). All ship cards and some upgrade cards are aligned to one of these factions. A squad cannot typically contain cards from different factions.

- Upgrade cards can be used by any faction unless they have a [restriction](#).

FAIL

Some effects can **FAIL**, which means the effect did not resolve as intended and instead is resolved in a default way.

- A ship can fail when it [barrel rolls](#), [boosts](#), [coordinates](#), [decloaks](#), [deploys](#), [jams](#), [locks](#), or [SLAMs](#).
- An effect that fails does not trigger any effects that would occur after a ship resolves that effect.
- If an action fails, the player does not choose a different action to perform and cannot choose to resolve the effect in a different way.
- If an action fails, since the action was not completed, that ship cannot perform a [linked action](#).
- After a red action fails, the ship gains a [stress](#) token.

FIRING ARC

See [Arc](#).

FIRST PLAYER

See [Player Order](#).

FLANKING

See [Arc](#).

FLEE

A ship **FLEES** if any part of its base is outside the [play area](#) at any time. A ship that flees is [removed from the game](#).

- While a ship [moves](#), the ship does not flee if only the template is outside the play area.
- Before a fleeing ship is removed from the game, the only effects it resolves before being removed from the game are effects that trigger when it flees.
- A ship cannot flee while resolving a [boost](#), [barrel roll](#), [decloak](#), or [SLAM](#).
- [Partially executing](#) a maneuver can cause a ship to flee if any part of its base is outside the play area after the maneuver.

FOCUS (👁)

Pilots can focus to concentrate and expand their combat prowess. When a ship performs the 👁 action, it gains one focus token.









Focus Token

A ship is **FOCUSED** while it has at least one focus token. Focus tokens are circular, green [tokens](#). A focused ship follows these rules:

- While a focused ship performs an [attack](#), during the Modify Attack Dice step, it may spend a focus token to change all of its 👁 results to ✱ results.
- While a focused ship defends, during the Modify Defense Dice step, it may spend a focus token to change all of its 👁 results to 🌀 results.

Additionally:

- A ship cannot spend a focus token to change  results to  or  results if it does not have any  results.
- If an ability instructs a ship to gain a focus token, this is different than performing a  action. A ship that gains a token without performing the action can still perform the  action this round.

FRIENDLY

All ships/[devices](#) controlled by the same player are **FRIENDLY** to each other unless a card, game mode, scenario, or other effect states otherwise. Any dice rolled by that player are friendly to those ships. This is in contrast with [enemy](#) and allied.

- Ships cannot perform [attacks](#) against friendly ships, unless specified otherwise.
- A ship is friendly to itself and can affect itself with any of its abilities that affect friendly ships, unless those abilities explicitly refer to "other" friendly ships.

FULL ARC

See [Arc](#).

FULLY EXECUTE

See [Overlap](#).

FUSE MARKER

A device or obstacle is **FUSED** while it has at least one fuse marker. When a fused device would detonate, one fuse marker is removed from that device instead, and that device does not detonate. When a fused obstacle would be removed, one fuse marker is removed from that obstacle instead, and that obstacle is not removed.



Fuse Marker

GAME LENGTH AND TRACKING ROUNDS

Standard games are played over twelve rounds. Players track completed rounds with charge markers. At the start of the game, place twelve charge markers, flipped to their active sides, near the play area. At the end of each round, the players flip one charge marker to its inactive side. At the end of the twelfth round, the game ends.

- If all of one player's ships are destroyed, the game ends at the end of the current round.
- Players who wish to play a longer or shorter game may agree with their opponent upon any number of rounds before Setup and place that number of charge markers for tracking rounds at the start of the game. The game ends at the end of the last agreed upon round.

GAME MODE

Various game modes limit which ship and upgrade cards are available for squad building.





- Some game modes have a Ban List and a Restricted List.
- The two most common game modes are Standard and Extended. The points documents found at www.atomicmassgames.com/xwing-documents detail which ships and upgrades are available during squad building in each of these game modes.

GUIDES

Each ship's base has two pairs of guides, one pair on the front and one pair on the back. Some [devices](#) also have a pair of guides.

- Guides on a ship's base are ignored only while measuring [range](#) or determining whether a ship is in an [arc](#).

HIT

During the Neutralize Results step of an [attack](#), the attack **HITS** if at least one  or  result remains uncanceled. If no  or  results remain, the attack [misses](#).

HULL

The yellow number on a ship card is the ship's hull value. The hull value indicates how many damage cards it must have to be [destroyed](#).



Hull Value on a Ship Card

- The amount of **HULL REMAINING** for a ship is the difference between the hull value and the number of damage cards it has.

ID MARKER

ID markers relate ships in the play area to their respective ship card and any [locks](#) they have. Players must assign ID markers to each of their ships during [setup](#).

To assign an ID marker to a ship, the player places one ID marker on the ship's card. Then they insert the two corresponding ID markers into the tower of the ship's base. The color of the number on the sides that face outward must match the color of the faceup marker on the ship card.

- Players can color their ID markers, (using a marker, brush, etc.) so long as all of their fielded ships match.
- During setup, players must be able to clearly differentiate which ships are on each side by using differently colored ID markers.

ION








A ship is **IONIZED** while it has a number of ion tokens relative to its [size](#): one or more for a small ship, two or more for a medium ship, and three or more for a large ship. Ion tokens are red [tokens](#).




Ion Token

A ship that is ionized cannot acquire or maintain locks. When a ship becomes ionized, it breaks all locks it is maintaining.

During the [Activation Phase](#), an ionized ship activates as [follows](#):

1. The ionized ship reveals its dial as normal.
2. During the Execute Maneuver step, the ionized ship executes an **ION MANEUVER** with the same direction shown on its dial. An ion maneuver is a blue speed 1 bank or straight [, , ] [maneuver](#).
- If an ionized ship's dial shows a stop [] maneuver, they perform their ion maneuver as a [, ] maneuver.
- The [bearing](#), [difficulty](#), and [speed](#) of this maneuver cannot be changed unless an ability explicitly affects the ion maneuver.
3. During the Perform Action step, the ship can perform only the  action.
4. At the end of a ship's activation, if it executed an ion maneuver, it removes all of its ion tokens.

Additionally:

- An ionized ship cannot perform any action except the  action.
- Ships cannot use abilities that trigger from an ionized ship revealing its dial.
- If a ship that was ionized during the Planning Phase is no longer ionized at the beginning of its activation, it activates as normal.

INFLECT

Some [special weapons](#) inflict tokens instead of dealing damage. If an attack inflicts tokens, the defender gains the number and type of tokens specified.

IN FRONT OF

See [Arc](#).

INITIATIVE

A ship's initiative value is the orange number to the left of the ship's name on its ship card. Initiative is used to determine the order in which ships can use abilities during the [System Phase](#), activate during the [Activation Phase](#), engage during the [Engagement Phase](#), and are placed during [setup](#).

- If several abilities alter the initiative of a ship, only the most recent ability is applied.
- ◊ If the most recent effect ends (such as "at the end of the Engagement Phase"), the ship's initiative returns to the initiative established by the most recent ability that is still active.

JAM (🔊)

Pilots can jam to conduct electronic warfare and confuse other ships' systems. When a ship performs the 🔊 action, it jams. A **JAMMING** ship is a ship that is attempting to jam by performing the following steps:



Jam Token

1. Measure [range](#) from the jamming ship to any enemy ships.
2. Choose an enemy ship at range 1, or at range 1–2 in the jamming ship's ①.
3. The chosen ship gains one jam token.

A ship is **JAMMED** if it has at least one jam token. Jam tokens are circular, orange [tokens](#). When a ship becomes jammed, the player whose effect caused the ship to gain the jam token chooses for the ship to either remove one of its green tokens or break one of its [locks](#). If either effect is resolved, it removes the jam token. If the ship does not have any green tokens or is not maintaining any locks, it remains jammed.

After a jammed ship gains a green token or acquires a lock, the jammed ship removes that token or breaks that lock. Then it removes one jam token.

- Some [special weapons](#) [inflict](#) jam tokens instead of dealing damage.
- While a ship attempts to jam, it [fails](#) if no ship is chosen.
- Any [abilities](#) that cause a jammed ship to gain a green token or acquire a lock still trigger any effects that occur from resolving that ability even if the token is removed or the lock is broken. The jam token does not cause that ability to fail.
- If an ability instructs a ship to jam, this is different than performing a 🔊 action. A ship that jams without performing the action can still perform the 🔊 action this round.
- If a ship has multiple green tokens or locks, the player whose effect caused the ship to gain the jam token chooses which green token is removed or which lock is broken.

KOIOGRAN TURN (🌀)

See [Bearing](#).

LAUNCH

See [Device](#).

LIMITED

Some ship cards and upgrade cards have limitations. These **LIMITED** cards are identified by a number of bullets (•) to the left of their names. During [squad building](#), a player cannot field more copies of cards that share that name than the number of bullets in front of the name.

- For example, if one bullet appears in front of a card's name, it can be included only once in a squad. Likewise, if two bullets appear in front of a card's name, it can be included up to twice in a squad.
- This restriction also applies across card types. For example, if a name has two bullets in front of it, the player could field two ship cards with that name, two upgrades with that name, one ship card and one upgrade with that name, etc.

LINKED ACTION

Linked actions allow a ship to perform an [action](#) after performing another action. Linked actions can appear on a ship or upgrade card in the linked action bar just to the right of the action bar. After the ship performs the action from its action bar, it can perform the attached action listed on the linked action bar.

- After a ship performs an action with an attached linked action, if the player wants to resolve the linked action, it is added to the [ability queue](#). If it has multiple actions linked from the same starting action (e.g. 👁️ ➔ 🌀 and 👁️ ➔ 🔊), it can choose only one linked action to add to the queue.
- A linked action can be performed after performing the action it is attached to even if that action was granted by a card effect or other game effect.
- After a ship performs a linked action, it cannot use that action to add another linked action to the ability queue. For example, if a ship has both 👁️ ➔ 🌀 and 🌀 ➔ 🔊 on its action bar, it cannot use the 🌀 action from its linked action bar (attached to 👁️) as the 🌀 action on its action bar to perform a linked 🔊 action.

LOCK (🔒)

Ships can lock to use their computer to acquire targeting data on environmental hazards or other ships. When a ship performs a 🔒 action, it acquires a lock. A **LOCKING** ship is a ship that is attempting to acquire a lock by performing the following steps:

1. Measure range from the locking ship to any number of [objects](#).
2. Choose another object at [range](#) 0–3.
3. Assign a lock token to it with the number matching the [ID marker](#) of the locking ship.

An object is **LOCKED** while it has at least one lock token assigned to it. Lock tokens are red [tokens](#). While a ship has another ship locked, it follows this rule:

- During the Modify Attack Dice step of a ship's [attack](#), it can spend a lock token that it has on the defender to reroll one or more of its attack dice.

Additionally:

- When a ship is instructed to **BREAK** a lock it has, the lock token corresponding to its ID token is removed.
- While acquiring a lock, it [fails](#) only if there is no valid object to choose.
- A ship cannot acquire or have a lock on itself.
- An object can be locked by more than one ship.
- A ship can maintain only one lock. If a locking ship already has a lock, before the chosen object would be assigned a lock token, the ship's former lock token is removed.
- If an ability instructs a ship to acquire a lock, this is different than performing a 🔒 action. A ship that acquires a lock without performing the action can still perform the 🔒 action this round.
- ◊ If a ship is instructed to acquire a lock, the object it locks must be at range 0–3 unless otherwise specified.

MANEUVER

A maneuver is a type of [move](#) that a ship can execute. Each maneuver has three components: [speed](#) (a number 0–5), [difficulty](#) (red, white, or blue), and [bearing](#) (an arrow or other symbol). Each bearing is further defined with a direction.

A ship can **EXECUTE** a maneuver by resolving the following steps in order:

1. **Maneuver Ship:** During this step, the ship moves using the matching template.
 - a. Take the template that matches the maneuver from the [supply](#).


- b. Set the template between the ship's front guides (so that it is flush against the base).
- c. Pick up and place the ship at the opposite end of the template and slide the rear guides of the ship into the template.
- d. Return the template to the supply.

2. **Check Difficulty:** During this step, if the maneuver is red, the ship gains one [stress token](#); if the maneuver is blue, the ship removes one stress token and one [strain token](#) and one [deplete token](#).


Additionally:

- While executing a maneuver, if a ship would be placed at the end of the template on top of another [object](#), it has [overlapped](#) that object.
 - While executing a maneuver, if only the template was placed on top of another object, the ship has [moved through](#) the object.
 - While executing a maneuver, the ship is picked up from its starting position and placed in its final position. The full width of the ship's base is ignored except in its starting and final positions.
 - If a [stressed](#) ship attempts to execute a maneuver with a red difficulty, the ship performs a white [2 ↑] maneuver instead.
 - A card effect can cause a ship to execute a maneuver that does not appear on its dial.
 - Some abilities reference a ship's **REVEALED MANEUVER** outside of that ship's activation. A ship's revealed maneuver is the maneuver selected on its dial, which remains faceup next to that ship's ship card until the next Planning Phase.
- ◇ If a ship's dial is not revealed, or it was not assigned a dial that round, that ship does not have a revealed maneuver.

MINE

A mine is a type of [device](#) that is placed in the [play area](#) through a card effect from a  upgrade card. The upgrade card that corresponds to the mine has the "Mine" trait at the top of its card text. Mines can be [dropped](#) or [launched](#) during the [System Phase](#) and typically detonate after they are [moved through](#) or [overlapped](#) by a ship.

MISS

During the Neutralize Results step of an [attack](#), the attack **MISSES** if no  or  results remain. The attack [hits](#) if at least one  or  result remain uncanceled.

- If the attack misses, the Deal Damage step of the attack is skipped.

MISSION POINTS

Mission points determine who wins the game. Reference the scenario rules to determine how mission points are earned.

- At the start of the game, each player earns mission points equal to their opponent's [deficit](#).
- Players track their mission points with Victory counters.

MOVE

A ship **MOVES** when it executes a [maneuver](#) or otherwise changes position using a template (such as [barrel rolling](#) or [boosting](#)).

A ship **MOVES THROUGH** an [object](#) if the template is placed on that object when the ship moves.

- If a ship moves through an [obstacle](#), it suffers the effects of that obstacle.
- If a ship moves through a [device](#), it can suffer effects based on the device.
- If a ship moves through another ship, there is no inherent effect. Due to the physical miniature being in the way, players should mark the positions of any intervening ships and temporarily remove them. To mark an intervening ship's position, players can either use the position markers provided in the core set

or place templates in the ships' guides or along the side of the base. Then those ships are physically removed to complete the move. After the move is complete, the removed ships are returned to their original positions.

MOVE THROUGH

See [Move](#).

NEGATIVE RECURRING CHARGES

See [Charge](#).

OBJECTS















[Ships](#), [obstacles](#), and [devices](#) are all **OBJECTS**. The exact position of objects in the play area is tracked and restricted by game effects.

- Ships can acquire [locks](#) on objects.
- Ships can [move through](#) objects.

OBSTACLES

Obstacles act as hazards that can disrupt and damage ships. A ship can suffer effects by [moving through](#), [overlapping](#), or while being at [range 0](#) of obstacles.

If a ship moves through or overlaps an obstacle, it suffers an effect based on the type of obstacle after resolving its move:

- **Asteroid:** The ship suffers one  damage. Roll one attack die. On a  or  result, the ship suffers an additional  damage.
- **Blaze:** Roll one attack die. On a  or  result, the ship suffers one  damage; on a  result, it gains one stress token. Then the ship skips its Perform Action step this round.
- **Debris Cloud:** The ship is assigned one stress token. Roll one attack die. On a  result, the ship suffers one  damage. On a  result, the ship suffers one  damage.
- **Electro-Chaff Cloud:** The ship breaks all its locks and all locks on it and then is assigned one jam token. Roll one attack die. On a  or  result, the ship is assigned one stress token.
- **Gas Cloud:** The ship breaks all its locks and all locks on it and then is assigned one strain token. Roll one attack die. On a  result, the ship is assigned one ion token. On a  result, the ship is assigned three ion tokens.
- **Loose Cargo:** The ship is assigned one strain token. Roll one attack die. On a  or  result, the ship is assigned one stress token.
- **Spare Parts:** The ship is assigned one strain token. Roll one attack die. On a  or  result, the ship is assigned one stress token.
- If a ship ends a maneuver overlapping an obstacle, it skips its Perform Action step.

While a ship is at range 0 of an obstacle it may suffer different effects.

- **Asteroid:** The ship cannot perform attacks.
- **Debris Cloud:** The ship cannot perform attacks.
- **Electro-Chaff Cloud:** The ship cannot acquire locks and cannot be locked.
- **Gas Cloud:** The ship cannot acquire locks and cannot be locked. The ship cannot perform attacks.

While a ship performs an attack, if the attack is [obstructed](#) by an obstacle, the defender rolls one additional defense die.

Additionally:

- Obstacles are placed during the Place Obstacles step of setup.

- Some cards can also place obstacles during the game in the same manner as devices (see [Device](#)).
- If an obstacle is placed such that one or more ships overlap it, those ship resolve any effects of overlapping it.
- A ship that is overlapping an obstacle can still perform actions granted from other game effects.
- For the purpose of overlapping obstacles, if a ship partially executes a maneuver, only the portion of the template that is between the starting and final positions of the ship is counted. Ignore the portion of the template that the ship moved backward along to resolve the overlap.
- If a ship moves through or overlaps more than one obstacle, it suffers the effects of each obstacle, starting with the obstacle that was closest to the ship in its starting position and proceeding along the template.
- Before a ship moves, if it is at range 0 of an obstacle, it does not suffer the effects of that obstacle unless it overlaps that obstacle again.
- Before a ship moves, if it is overlapping an obstacle, it does not suffer the effects of moving through that obstacle.
- Huge ships have separate rules related to obstacles (see Appendix: Huge Ships).

OBSTRUCTED

An **attack** is **OBSTRUCTED** if the attacker measures [range](#) through an [object](#). If a ship or device obstructs an attack, there is no inherent effect. If an [obstacle](#) obstructs an attack, there is an additional effect.



- If at least one obstacle obstructs an attack, the defender rolls one additional defense die during the Roll Defense Dice step.
- The attacker measures from the closest point of its base to the closest point of the defender's base that is in the [attack arc](#), therefore the attacker cannot measure range from or to another point in order to avoid measuring through an object.
 - ◊ If multiple points are at equal distance from the attacker (for example, if the attacker and defender are parallel), the attacker chooses one of those lines for measuring range from or to another point in order to avoid measuring through an object. In the example, the X-wing can choose to make this attack be obstructed or not.

OVERLAP

While a ship executes a [maneuver](#) or otherwise [moves](#), it **OVERLAPS** an object if the ship's final position would physically be on top of an object.

A ship **FULLY** executes a maneuver if it does not overlap a ship. If a ship executes a maneuver and overlaps a ship, it must **PARTIALLY** execute that maneuver by performing the following steps:

1. Move the ship backward along the template until it is no longer on top of any other ships. While doing so, adjust the position of the ship so that the hashmarks in the middle of both sets of guides remains centered over the line down the middle of the template.
2. Once the ship is no longer on top of any other ship, place it so that it is touching the last ship it backed over. (This may result in the ship not leaving its initial position.) Then, after the Check Difficulty step, it suffers an effect based on what ship it overlapped that initially forced it to partially execute the maneuver.

- If the overlapped ship was a friendly or allied ship, roll an attack die. On a **★** or **★** result, the ship suffers one **★** damage. Then the ship skips its Perform Action step.
- If the overlapped ship was an enemy ship, if it is not stressed, it may immediately perform a **👁** or **👁** action from its action bar, treating the action as red. Then the ship skips its Perform Action step.
 - ◊ The ship cannot perform any additional actions during its activation.
- If there was a simultaneous overlap of friendly or allied and enemy ships, resolve the effect for overlapping a friendly or allied ship.

Even if a ship partially executes a maneuver, it is still treated as having executed a maneuver of the indicated [speed](#), [bearing](#), and [difficulty](#).

Additionally:

- After an object is placed, if it is placed underneath one or more ships, those ships resolve any effects of overlapping the object.

PARTIALLY EXECUTE

See [Overlap](#).

PILOT ABILITY

See [Abilities](#).

PLANNING PHASE

The Planning Phase is the first phase of the [round](#). During the Planning Phase, each player secretly sets a [maneuver](#) for each of their ships. To set a ship's maneuver, the player takes a [dial](#) matching the ship's type and rotates the dial until the arrow points at the desired maneuver. Then the dial is placed facedown in the play area next to the matching ship. After all ships have dials assigned to them, players roll to determine player order as follows:

- a. Each player rolls three attack dice. The player with the most **★** results is the first player.
 - b. In the case of a tie, the first player is the player with the most **👁** results.
 - c. If there is still a tie, the first player is the player with the most **★** results.
 - d. If there is still a tie, players reroll the dice and follow the above rules until the tie is broken.
- This roll cannot be modified by game effects.

After player order has been determined, play proceeds to the [System Phase](#).

- The phase ends after players roll to determine player order.
- Players can assign their dials in any order.
- Players are allowed to change their selections on their dials until the players have rolled to determine player order.
- A player must inform their opponent if they wish to touch or look at one of their dials during the System or [Activation Phase](#).
- If a player forgets to set a maneuver dial for a ship during the Planning Phase, during its activation the ship gains a stress token, then performs a **STRESS MANEUVER**. The **STRESS MANEUVER** is a white (↑ 2) maneuver.

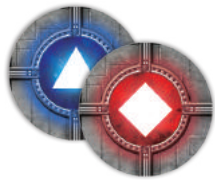
PLAY AREA

The play area is the defined area on a flat surface on which the ships are placed. After executing a [maneuver](#), if any part of a ship's base is outside the play area, that ship has [fled](#).

The recommended play area for a standard 20 point game is 3' x 3' (91 cm x 91 cm). If playing with other squad point totals, the players can expand or contract the play area in one or both dimensions to create a suitable space for the game.

PLAYER MARKER

Player markers are used in some scenarios to indicate which player controls an objective.



Player Marker

PLAYER ORDER

Player order is used as a tiebreaker for many game effects. If players are instructed to resolve an effect in **PLAYER ORDER**, the first player resolves all of their effects first, then the second player resolves all of their effects.



First Player Marker

During the Determine First Player step of **setup**, the first player is assigned the First Player marker. The First Player marker is passed to the First Player every round, after rolling to determine player order in the Planning Phase.

- During the **System**, **Activation**, and **Engagement Phases**, player order is used as a tiebreaker after **initiative**.
- When playing with more than two players, player order is determined for all players involved. All players roll to determine the first player, as normal. Then the remaining players roll to determine the second player. This continues until all player order has been established.

POSITION MARKER

The position marker is used to assist with tracking the position of intervening ships when attempting to **move** ships. To use the position marker, place it at the corner of an intervening ship, aligning the guides with the holes in the position marker. This will track the position of the ship in order to place it back in the play area accurately.



Position Marker

PRIMARY WEAPON

Each ship has up to two primary weapons listed on its ship card. Each primary weapon has an **arc** symbol and a red attack value. During a ship's attack, it chooses a weapon to perform an attack with. If it performs an **attack** using a primary weapon, the attack value indicates how many attack dice it rolls during the Roll Attack Dice step and the arc symbol indicates where the defender must be located.

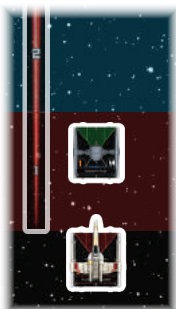


Primary Weapon on a Ship Card

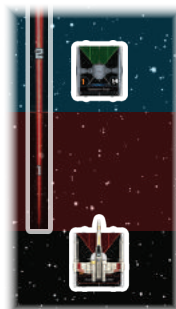
- A primary weapon requires the attack range to be range 0–3 and has no cost by default.
- Since primary weapons are not **special** weapons, they do not benefit from abilities that trigger while performing a special attack.

RANGE

The **RANGE** is the distance between two **objects** as measured by the range ruler. The range ruler is divided into three numbered range bands.



The TIE fighter is **within** range 1 of the X-wing.



The TIE fighter is **beyond** range 1 of the X-wing.

To measure range between two objects, place the range ruler over the point of the first object that is closest to the second object, then aim the other end of the ruler toward the point of the second object that is closest to the first object. The ships are **AT** the range that corresponds to the range band that is over the closest point of the second object.

While measuring **ATTACK RANGE** for an **attack**, the attacker measures from their attack arc to the closest point of the target ship that is **in** the attacker's attack arc.

- The following terms are used concerning range:
 - ◇ **Range #-#**: The range includes all of the range bands from the minimum to the maximum specified.
 - ◇ **At**: An object is at a specified range if the closest point of it is inside that range.
 - ◇ **Within**: An object is within a specified range if the entirety of it is inside that range.
 - ◇ **Beyond**: An object is beyond a specified range if no part of it is between the specified range and the object range is being measured from.
- While measuring range to a ship, range is measured to the closest point of the ship's base, not its ship token nor the miniature itself.
- While measuring range to a non-ship object, range is measured to the point of that object that is closest to the ship's base.
- While measuring range, players use a single edge of the range ruler; the width and thickness of the ruler are irrelevant.
- Range 0 does not appear on the range ruler, but is used for describing the range of objects that are physically touching.
 - ◇ After a ship **partially executes** a maneuver, it is at range 0 of the last ship it overlapped.
 - ◇ An object is at range 0 of an obstacle or device if it is physically on top of it.
 - ◇ A ship is at range 0 of another ship if it is physically touching another ship.
 - ◇ If two ships are at range 0 of each other, they remain at range 0 until one of the ships **moves** or rotates in a way that results in their bases no longer being in physical contact.
 - ◇ Although rare, it is possible for a ship to move in such a way that it is at range 0 of another ship (in physical contact with it) without having overlapped it.

RANGE BONUS

During an **attack**, the attacker or defender can roll additional dice depending on the **attack range**. For attack range 1, the attacker rolls one additional attack die during the Roll Attack Dice step. For attack range 3, the defender rolls one additional defense die during the Roll Defense Dice step.

- Range bonuses are applied for all attacks unless stated otherwise. Some **special weapons** have a small ordnance icon on them to indicate that range bonuses cannot be applied with attacks using those weapons.



Ordnance Icon

- Huge ships have additional rules for attacks at range 4 and 5. See Appendix: Huge Ships.

REINFORCE (R)

Pilots can reinforce to angle their deflector shields and increase the defensiveness of a portion of their ship. When a ship performs the **R** action, it gains a reinforce token with either the fore or aft side faceup.



Fore Reinforce

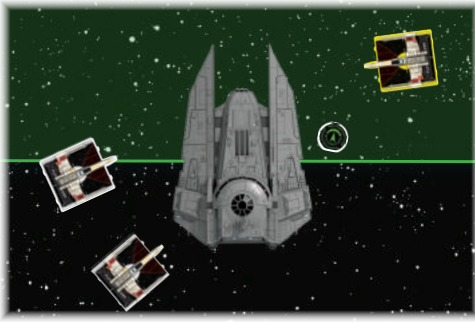


Aft Reinforce

A ship is **REINFORCED** while it has a reinforce token assigned to it. Reinforce tokens are circular, green tokens. While a

reinforced ship defends, if the attacker is inside the [full arc](#) specified by the reinforce token and not in the other full arc, the token provides an effect.

The attacker needs to be in the defender's ☉ arc for the fore reinforce token or be in the defender's ☾ arc for the aft reinforce token.



*In this example, since the VT-49 Decimator has a **fore** reinforce token, the effect would only apply while defending against the one X-wing in front of it.*

During the Neutralize Results step, if the [attack](#) would [hit](#) and there is more than one ✨/⚡ result remaining, one 🌀 result is added to cancel one result.

- A ship can have more than one reinforce token. If a ship has multiple of the same type of reinforce token, their effects are applied one at a time. Thus, for two reinforce tokens to both apply their effect, there would need to be at least three ✨/⚡ results remaining.
- When a ship gains a reinforce token, unless specified otherwise, the player that controls that ship chooses whether it gains a fore reinforce token or an aft reinforce token.
- A ship does not spend the reinforce token when resolving its effect.
- If an ability instructs a ship to gain one reinforce token, this is different than performing a 🌀 action. A ship that gains the token without performing the action can still perform the 🌀 action this round.
- Reinforce can be used against attacks at [range 4–5](#) even the defender's ☉ or ☾ normally only extends to range 3. If the attacker is at [range 4–5](#), treat the defender's ☉ or ☾ arc as extending to range 5 for the purposes of determining which arc the defender is in for reinforce (but not for any other effects or abilities).

RELOAD (🌀)

Pilots can reload to rearm ordnance tubes by moving around ammo on their ship. When a ship performs the 🌀 action, it reloads by performing the following steps:

1. Choose one of the ship's equipped ☉, ☾, or 🌀 upgrade cards that has fewer active 🌀 than its charge limit.
2. That card recovers one 🌀.
3. The ship gains one [disarm](#) token.

Additionally:

- If an ability instructs a player to reload, this is different than performing a 🌀 action. A ship that reloads without performing the action can still perform the 🌀 action this round.

REMOTES

Remotes are devices that have initiative, agility, and hull values, and can be attacked. Ships can [move through](#), [overlap](#), or be at [range 0](#) of remotes.

ATTACKING REMOTES

A remote can be declared as the defender. While attacking a remote, treat it as a ship, with the following exceptions and notes:

- Effects that refer to "friendly ships" or "allied ships" do not apply to a remote.

- Effects that refer to "enemy ships" only apply to a remote if the attacker is the source of the effect.
- If a remote has printed arcs and center lines, these arcs extend from range 0–3. A ship can be in these arcs or zones as it would be with another ship.
- If a remote does not have a midway line, a ship cannot be in front of, behind, or flanking it.
- If a remote does not have any arcs, a ship cannot be in or outside of any of that remote's arcs.
- An attack made against a remote can be obstructed and range bonuses are applied to it as normal.
- If a remote does not have specified size, it is neither smaller nor larger than a ship for the purposes of effects.

DAMAGING REMOTES

If a remote suffers one or more ✨/⚡ damage, deal that many facedown damage cards to it. If it has a number of damage cards greater than or equal to its hull value, it is destroyed. After a remote is destroyed, remove it from the play area and shuffle any damage cards assigned to it back into the damage deck. If the attack occurred at the same initiative as the remote's initiative, it is removed after all effects at that initiative are resolved, per [Simultaneous Fire](#).

USING REMOTES

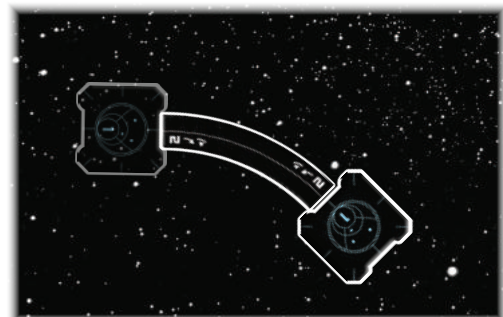
A remote resolves effects during the System Phase, activates during the Activation Phase, and engages during the Engagement Phase at its listed initiative value, resolving any effects specified on its card for these phases. During any other phase, it resolves any abilities listed on its remote card that apply during that phase. Additionally, the following apply to remotes:

- A remote cannot perform actions or be assigned tokens except for locks.
- A remote can be assigned markers or counters if an effect instructs it—place these on its remote card.
- If an effect instructs a player to place that a remote on a ship card, pick it up and place it on the relevant ship card. It can be affected only by game effects that return it to the play area. Its damage cards are not removed.
- Some devices cause damage to remotes, as described in their [individual entries](#). If a device does not state that it affects remotes, it does not affect remotes.

RELOCATING REMOTES

If an effect **RELOCATES** a remote, its controlling player picks it up and places it in the new location as instructed by the effect. Additionally:

- An effect might instruct a player to relocate a remote **FORWARD** using a specific template (or a choice of several templates). To do this, the player places the listed template at the remote's front guides, picks up the remote, and places the remote's rear guides at the other end of the template, similar to moving a ship.



Relocating forward (from its front guides to its rear guides).

- If a remote would be relocated such that any part of it is outside of the play area, it flees in the same manner as a ship, and is removed.

REMOVED FROM THE GAME

After a ship is **destroyed** or **flees**, it is **REMOVED FROM THE GAME**. If a ship is removed from the game, it returns all of its **tokens** to the **supply**, its ship card is flipped facedown, and the ship is placed on top of its ship card.

- At the end of a **round**, if all of a player's ships have been removed from the game, the game ends and the other player **wins**.
- Ships that are placed in **reserve** are not removed from the game.

RESERVE

Ships can sometimes be placed in reserve from card effects. A ship that is placed in reserve is placed on its ship card. While a ship is in reserve, it is not assigned a dial, it cannot perform actions, and it cannot attack.

- A ship that is placed in reserve will have an effect that causes it to be placed in the play area.
- Ships that are placed in reserve are not **removed from the game**.
- The **abilities** of a ship in reserve are inactive unless the ability explicitly allows it to be used while it is in reserve.
- A ship that is **docked** is placed in reserve.
- During the **End Phase**, a ship that is in reserve still removes all circular **tokens** and recovers **charges** on all of its cards with recurring charge icons.

REVEAL

See **Activation Phase**.

REVERSE BANK (↵ AND ↴)

See **Bearing**.

REVERSE STRAIGHT (↱)

See **Bearing**.

ROUND

A single **ROUND** consists of five phases resolved in the following order:

1. **Planning Phase**
2. **System Phase**
3. **Activation Phase**
4. **Engagement Phase**
5. **End Phase**

The first round starts after setup.

ROTATE (↻)

Pilots can rotate to alert a gunner or aim one of the ship's turret-mounted armaments. When a ship performs the **↻** action, it rotates the turret arc indicator to select any other standard **arc**.

- If a ship rotates a double turret arc indicator, it must select the other two standard arcs it was not already selecting.
- If an ability instructs a ship to rotate its **↻** indicator, this is different than performing a **↻** action. A ship that rotates its **↻** indicator without performing the action can still perform a **↻** action this round.
- This is distinct from an ability that instructs a ship to "rotate your ship [a number of degrees]," which is described under **Rotate a Ship**.

ROTATE A SHIP

Some abilities and effects instruct a player to "rotate a ship 90°" independent of a maneuver. These effects could also read "rotate your ship [a number of degrees]" or "rotate [a number of degrees]," but importantly, they do not simply read "rotate" (which refers to the rotate action and its effect).

- Rotating a ship does not count as moving.
- If rotating a ship would cause its base to overlap a ship (such as if the front or rear guides would physically be placed over that ship's base), it cannot be rotated and the effect is not resolved.
- If rotating a ship would cause its base to overlap a non-ship object (such as an obstacle or device), it does not resolve the effects of overlapping that object. However, it is at range 0 of that object, and applies any effects that entails.

SECRET CONDITIONS







See **Condition Cards**.

SEGNOR'S LOOP (↻ AND ↻)

See **Bearing**.

SETUP

Before playing, resolve the following steps:

1. **Gather Forces:** Each player places their ships and upgrade cards on the table in front of them. For each ship that has a **shield** value, **charge limit**, or **Force capacity**, place the corresponding , , or  above the ship and/or upgrade cards. Each player assigns **ID markers** to each of their ships.
2. **Determine Player Order:** Randomly determine the first player as follows:
 - a. Each player rolls three attack dice. The player with the most  results is the first player.
 - b. In the case of a tie, the first player is the player with the most  results.
 - c. If there is still a tie, the first player is the player with the most  results.
 - d. If there is still a tie, players reroll the dice and follow the above rules until the tie is broken.
3. **Establish Play Area:** Establish a 3' x 3' (91 cm x 91 cm) **play area** on a flat surface or use a game mat, such as the Fantasy Flight Games **Starfield Game Mat**. Then players pick opposite edges of the play area to be their player edges.
4. **Place Obstacles:** In player order, players take turns choosing an **obstacle** and placing it into the play area until all six obstacles have been placed. Obstacles must be placed beyond **range** 1 of each other and beyond range 2 of each edge of the play area.
5. **Place Forces:** Players place their ships into the play area in **initiative order** from lowest to highest initiative, using player order as a tiebreaker. Ships must be placed within range 1 of their player edge. When a ship with a turret arc indicator is placed, the player rotates the arc to select a standard arc. Each ship with a turret arc indicator may rotate its indicator when the ship is placed.
6. **Prepare Other Components:** Shuffle the damage deck and place it facedown outside the play area. If the players have more than one damage deck, each player uses their own deck. Then the supply of range rulers, templates, dice, and tokens is created near the play area.

Additionally:

- If a card has the "**SETUP:**" header, the ability that follows the header is resolved during the appropriate step of setup.

SHIELDS

Shields () are a type of charge. See **Charges**.

SHIP

A ship is composed of a plastic miniature, base, pegs, a ship token, and ID tokens.

- A ship's plastic miniature must match the ship's type as indicated on the ship card.
- A ship must use the dial that matches the [ship's type](#).
- Some plastic miniatures extend beyond their plastic base. For this reason, the miniature does not affect any game mechanics. The miniature may overlap obstacles and hang over the edge of the [play area](#) without issue.

If a miniature would touch another miniature or disrupt a ship's movement, the players should add or remove one peg from the base to prevent this contact. Otherwise, the players can temporarily remove the miniature from its base until ships have moved to allow it to be returned.

SHIP ABILITIES

Some ships have **SHIP ABILITIES** on their ship cards listed below a pilot ability or flavor text. Ship [abilities](#) are the same across all pilots for a type of ship.

- Some ship abilities can have "**ACTION:**" headers. These are called **SHIP ABILITY ACTIONS**. These actions are not on a ship's action bar.

SHIP SIZES

There are four different ship sizes: small, medium, large, and huge.

A small ship uses a plastic base that is about 1-9/16" (4 cm) long. The rules of **X-Wing** are written for small ships and therefore there are no special exceptions for small ships.

A medium ship uses a plastic base that is about 2-3/8" (6 cm) long. Medium ships have the following exceptions:

- A medium ship requires two [ion](#) tokens before it is ionized and two [tractor](#) tokens before it is tractorized.
- Medium ships [barrel roll](#) differently (including while [decloaking](#)).

A large ship uses a plastic base that is about 3-1/8" (8 cm) long. Large ships have the following exceptions:

- A large ship requires three ion tokens before it is ionized and three tractor tokens before it is tractorized.
- Large ships barrel roll differently (including while decloaking).
- During [setup](#), a large ship's base may extend outside of range 1 as long as it fills the length of that area. A large ship cannot be placed with any portion of its base outside the play area.

A huge ship uses an extra large plastic base. Huge ships have many additional rules. They were introduced in the first edition of **X-Wing** and will be reintroduced in an upcoming product.

SHIP TYPE

Each ship has a ship type that is identified by the name of the type of ship listed on the bottom of its ship cards.

- Each ship must use the [dial](#) that matches their ship type.
- Some [upgrade cards](#) have ship restrictions that refer to ship type.

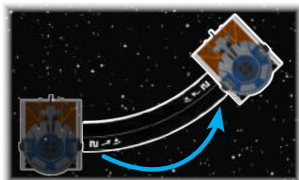
SIDESLIP

A **SIDESLIP** is an advanced maneuver using a turn (↶ or ↷) or bank (↵ or ↴) template. A sideslip is executed by performing the following steps:

1. Place the narrow end of the template flush with the ship's side.

- ◊ For a **left** (↶ or ↵) sideslip, place the template on the **right side** of the ship.

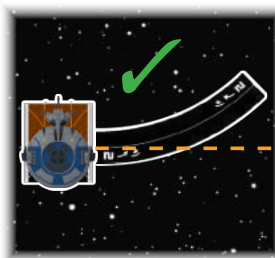
- ◊ For a **right** (↷ or ↴) sideslip, place it on the **left side** of the ship.



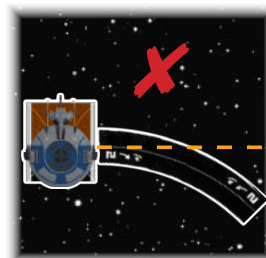
A [2 ↵] Sideslip

Align the center line of the template to the center hashmark of the base. The other end of the template must be in the ship's ☉.

2. Pick the ship up and place it at the other end of the template. Align the center hashmark on the opposite side of the ship to the center line of the template.



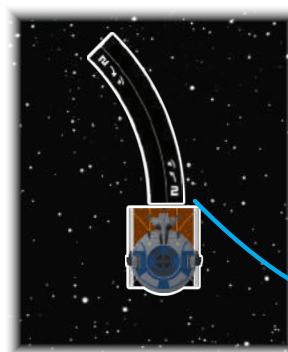
Correct [2 ↵] Sideslip



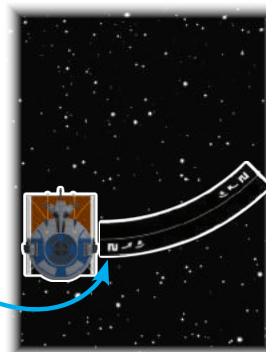
Incorrect [2 ↵] Sideslip

Additionally:

- A sideslip is executed by placing the maneuver template in the same orientation that it would be placed in front of the ship, but placing it at the center line of the ship instead. This means that a sideslip that moves a ship to the right is dialed in for the left maneuver and uses the left (↶ or ↵) template, and vice-versa.
- If the ship cannot fully execute a sideslip, it partially executes that maneuver using the left/right center line of the ship base (instead of the front/rear center line of the ship base, as it would normally) to determine its final position.



[2 ↵] executed as a bank



[2 ↵] executed as a sideslip

The sideslip changes the **placement** of the template, but the template's is **not** flipped over to the opposite direction.

SIMULTANEOUS FIRE

To represent that ships with the same initiative are essentially attacking at the same time, if a ship is [destroyed](#) during the [Engagement Phase](#), it is [removed](#) after all ships that have the same initiative as the currently engaged ship have engaged.

SLAM (⚡)



Pilots can SLAM by activating their SubLight Acceleration Motors and careening through space at incredible speeds. A ship performs a ⚡ action by performing the following steps:

1. The player chooses a [maneuver](#) from the ship's [dial](#). The maneuver must match the [speed](#) of the maneuver that the ship executed this round.
2. The ship executes the chosen maneuver.
3. The ship gains one [disarm](#) token.

A ship can perform a ⚡ action only during its activation in the Activation Phase. Therefore a ship cannot perform a ⚡ action if it is granted an action at any other time.

- A ⚡ action fails if the final position of the ship would cause it to [flee](#).
- When a ship performs a ⚡ action, it has performed an action as well as executed a maneuver for the sake of abilities.


SOLITARY

A squad cannot include more than one card of the same upgrade type with the "solitary" restriction. For example, since all  (Tactical Relay) upgrades have the solitary restriction, no squad can include more than one  upgrade.

SPECIAL WEAPON

Special weapons appear as "**ATTACK:**" headers in card text. They provide additional types of attacks other than a ship's [primary weapon\(s\)](#).

Special weapons have a combination of [arc](#) requirements, range requirements, attack value, and possibly other requirements. The **ARC ICON** indicates where the target needs to be in order to use this attack. The **RANGE REQUIREMENT** indicates the span of legal [attack ranges](#). The red **ATTACK VALUE** is used to determine the number of attack dice to roll during the Roll Attack Dice step. For cards with special requirements, all of those requirements must be met in order to perform that attack.


- Some special weapons have a small **ORDNANCE ICON** on them to indicate that range bonuses are not applied with attacks using those weapons.
- Arc restrictions appear as arc icons listed to the left of the attack value. The arc restriction requires that the defender be in that arc of the attacker.
- Range requirements are white numbers that appear as a range of numbers listed below the attack value and arc restriction.
- Some attacks also have special requirements listed in parentheses after the header.
 - The "**ATTACK (X):**" header indicates that the attacker must have a [lock](#) on the defender.
 - The "**ATTACK (EY):**" header indicates that the attacker must have a [focus](#) token.
- Since special weapons are not primary weapons, they do not benefit from abilities that trigger while performing a primary attack.
- Any type of upgrade card attack (such as a  attack) is a special attack.



Ordnance Icon

SPEED

Each [maneuver](#) has three components: speed (a number 0–5), [difficulty](#) (red, white, or blue), and [bearing](#) (an arrow or other symbol).

- If the speed of a maneuver is increased or decreased, the speed of the maneuver is restricted to the templates that exist.
 - For example, the speed of a [3 partially executes a maneuver, it is still treated as having executed a maneuver of the indicated speed.

STANDARDIZED

Some upgrade cards have the **STANDARDIZED** restriction. During squad building, if a player selects a ship with a standardized card equipped, each ship of that ship type [included](#) in that player's squad must be equipped with a copy of that standardized card if it [has the ship ability referenced by that card](#).

- Standard loadouts cannot equip additional upgrades and ignore the standardized restriction.

STANDARD ARC

See [Arc](#).

STANDARD LOADOUTS

Some ship cards are **STANDARD LOADOUTS**. Standard loadout cards are larger than normal ship cards and list all the ship's equipped upgrades. Some standard loadouts have unique ship abilities, upgrade abilities, and action bars. Standard loadout ships cannot equip any additional upgrades.

STANDARD SHIP

A standard ship is any non-huge ship (see Appendix: Huge Ships).

STATIONARY (■)

See [Bearing](#).

STRAIGHT (↑)

See [Bearing](#).

STRAIN

A ship is **STRAINED** while it has at least one strain token. While a strained ship defends, it rolls 1 fewer defense die. The strain token is a red token.



Strain Token


- After a strained ship applies the effect to roll 1 fewer defense die this way, it removes 1 strain token.
- After a strained ship executes a blue maneuver, it removes 1 strain token..

STRESS

A ship is **STRESSED** while it has at least one stress token. A stressed ship cannot execute red [maneuvers](#) or perform [actions](#). The stress token is a red [token](#).



Stress Token

- A ship receives one stress token while it executes a red maneuver or after it performs a red action. Additionally, a ship removes one stress token while it executes a blue maneuver.
- If a stressed ship attempts to execute a red maneuver, it instead executes a white [2 

STRUCTURE

Structures are an upcoming game mechanic that some cards reference for the sake of future compatibility. There are currently no structures.

SUFFER DAMAGE

See "Damage."

SUPPLY

The supply is the shared set of game components that are not being used by any player, such as unassigned focus tokens, maneuver templates, etc.

SYSTEM PHASE

The System Phase is the second phase of a [round](#). During this phase, the sequence of play starts with the ship with the lowest [initiative](#) and continues in ascending order.

During this phase, each ship gets an opportunity to choose and resolve any abilities that are explicitly resolved during the System Phase.

- Without having specific upgrades, abilities, or tokens, most ships have no effects that can be resolved during this phase. Some abilities that can be used at this time include [dropping and launching devices](#), [decloaking](#), and deploying and docking ships.
- If a player has multiple ships with the same [initiative](#) value, the player resolves abilities in any order; resolving any abilities for one ship before resolving abilities for another ship of the same initiative value.
- If multiple players have ships with the same initiative value, [player order](#) is used to determine the sequence. The first player resolves any abilities of their ships with that initiative value in any order, then the second player resolves any abilities of their ships with that initiative value in any order, and so on.

TALLON ROLL (↗ AND ↘)

See [Bearing](#).

TARGET

The target of an [attack](#) is declared during the Declare Target step. A successfully targeted [enemy](#) ship is the defender.

TIMING

There are several terms used to indicate the specific timing of an effect:

- **Before:** The effect resolves immediately preceding the timing specified.
- **At the start of:** This timing is used with a specific phase or step. The effect triggers before anything occurs during that phase or step.
- **While:** This term is often used in combination with multi-stepped game effects such as an attack, an action, or a maneuver. Although less specific than the other timings, this term is used to narrow down when the ability is resolved during the round. Additional verbiage is required to identify when exactly the effect is applied.
 - ◇ For example, in the context of an attack, if the ability rolls additional attack dice, the ability triggers during the Roll Attack Dice step. If the ability modifies defense dice, the ability triggers during the Modify Defense Dice step.
- **At the end of:** This timing is used with a specific phase or step of ship's activation. This effect triggers after the normal effects of that phase or step have occurred.
- **After:** The effect resolves immediately following the timing specified.

The [ability queue](#) is used to resolve abilities that would resolve simultaneously.

THREAT VALUE (△)

Instead of using squad points, Quick Build cards use threat value, which is sometimes represented with the △ icon.

TITLE (👁)

A title is a type of [upgrade](#) that is used to represent a very specific version of a ship. Therefore, each title is restricted to a specific [ship type](#). For example, the *Millennium Falcon* is a 🌀 upgrade.

TOKENS

Some abilities cause ships to gain, spend, or remove tokens. Tokens are used to track effects and come in a variety of colors.

- When a ship is instructed to **GAIN** a token, a token from the supply is placed in the play area next to the ship.
- When a ship is instructed to **SPEND** a token or there is an instruction to **REMOVE** a token from a ship, a token of that type is returned from that ship to the supply.
- When a ship is instructed to **TRANSFER** a token to another ship, it is removed from that ship and assigned to the other ship.
 - ◇ If a ship involved in a transfer is not able to remove or gain the token involved, the transfer cannot take place.

TOKEN COLORS AND SHAPES

To help with memory, the token's color and shape indicates both when the token is removed and whether the effect is positive or negative.

- Green and orange tokens are removed during the End Phase. These tokens are both circular.
- Blue and red tokens have special criteria for when they can be removed or spent. These tokens are diamond shaped.

Additionally:

- The physical position of a token in the play area does not provide any effect and is merely representational of belonging to the ship.

TRACTOR

A ship is **TRACTORED** while it has equal to or greater than a specific number of tractor tokens, according to its [size](#): a small ship requires at least one tractor token, a medium ship requires at least two tractor tokens, and a large ship requires at least three tractor tokens. A tractor token is an orange token.



Tractor Token

The first time a ship becomes tractored each round, the player whose effect applied the tractor token may choose one of the following effects:

- Perform a [barrel roll](#) using the [1 ↑] maneuver template. The player applying the effect selects the direction of the barrel roll and the ship's final position.
- Perform a [boost](#) using the [1 ↑] maneuver template.

This move cannot cause the ship to [move through](#) or [overlap](#) an [obstacle](#). After a ship is moved this way, if an opponent moved it, the ship's player may choose to have the ship rotate 90° to the left or right. If they do, the ship gains one stress token.

While a tractored ship defends, it rolls one fewer defense die.

- Some [special weapons](#) [inflict](#) tractor tokens instead of dealing damage.
- Huge ships have additional rules for tractor tokens (see Appendix: Huge Ships).

TURN (↶ AND ↷)

See [Bearing](#).

TURRET ARC (◊)

See [Arc](#).

UPGRADE CARDS

When building a squad, a player can field upgrades for their ships by paying their associated [loadout point](#) cost. When building a squad up, each ship will have a loadout value and an upgrade bar that shows how many and which types of upgrades that ship can equip.

Some upgrade cards have one or more of the following rules in their restrictions box:

- **Rebel/Imperial/Scum:** This upgrade can be equipped only to a ship of the specified faction.
- **Small/Medium/Large/Huge ship:** This upgrade can be equipped only to a ship of the specified [size](#).
- **Ship-type:** If there is a type of ship listed, this upgrade can be equipped only to a ship of the specified type.
- **Action:** If there is an action icon, this upgrade can be equipped only to a ship with that action on its action bar. This does not include actions on its linked action bar.
- A ship cannot equip more than one copy of the same card.
- A squad's cards are restricted by the rules of [limited](#) and [solitary](#) cards.
- Some effects can "exchange" or "equip" an upgrade card from one ship to another during or after setup.
 - ◇ An effect can move an upgrade to a ship that does not have the matching icon on its upgrade bar.
 - ◇ An effect cannot move an upgrade to a ship that does not meet the requirements set out in the restrictions box of the upgrade card unless the effect says to equip the upgrade "ignoring restrictions."

UPGRADE ICONS

Each upgrade icon uses the corresponding name listed below:

- Talent
- Force Power
- Tech
- Sensor
- Cannon
- Turret
- Torpedo
- Missile
- Crew
- Gunner
- Tactical Relay
- Astromech
- Illicit
- Payload
- Title
- Modification
- Configuration
- Hyperdrive

UNIT

Ships and remotes are units.

VICTORY COUNTERS

Some scenarios have **VICTORY COUNTERS** that are used as markers in the playea, used to track progress, or scored for completing goals during play.



Victory Counters

WINNING THE GAME

During the game, each player calculates and tracks their [mission points](#). The player with the most [mission points](#) at the end of the game wins.

APPENDIX: EXAMPLES

The following sections show additional content, including some extended examples and card anatomies.

EXTENDED EXAMPLES

ABILITY QUEUE EXAMPLE #1

Jake Farrell (A-wing) has the pilot ability "After you perform a or action, you may choose a friendly ship at range 0–1. That ship may perform a action." He also has the ship ability "After you perform an action, you may perform a red action."

Jake Farrell activates and performs a action. At this point, both his ship and pilot ability trigger. He chooses the order to add them to the ability queue, adding his pilot ability first, then his ship ability.



While resolving his pilot ability, he can choose a friendly ship at range 0–1. He chooses himself, and then performs a action. This triggers his ship ability again. Now he adds the second instance of his ship ability in front of the first instance of his ship ability.

While he resolves his ship ability, he performs a red action. This triggers his pilot ability and his ship ability again. He chooses to add his pilot ability first, then his ship ability.



While resolving his pilot ability again, he chooses a friendly Phoenix Squadron Pilot (A-wing) at range 1. The other A-wing performs a focus action and its ship ability triggers. This is added to the front of the ability queue.



Phoenix Squadron Pilot resolves its ship ability and performs a red action. The only abilities remaining in the ability queue are two instances of Jake Farrell's ship ability. Since he is stressed, he cannot perform an action so neither ability has an effect and the ability queue empties.

ABILITY QUEUE EXAMPLE #2

Rachel, the Rebel player, is flying "Chopper" (VCX-100) and a Kyle Katarn (HWK-290). Sam, the Scum player, is flying Old Teroch (Fang Fighter) equipped with Static Discharge Vanes.

At the start of the Engagement Phase, "Chopper," Kyle Katarn, and Old Teroch have abilities that trigger. "Chopper's" ability is "At the start of the Engagement Phase, each enemy ship at range 0 gains 2 jam tokens." Since Rachel is the first player, she will resolve "Chopper's" ability first.



Rachel uses "Chopper's" ability, and Old Teroch gains two jam tokens. Static Discharge Vanes' ability is "If you would gain an ion or jam token, if you are not stressed, you may choose a ship at range 0–1 and gain 1 stress token. If you do, the chosen ship gains that ion or jam token instead, then you suffer 1 damage." Since this is a replacement effect, it happens immediately. Sam chooses for Old Teroch to gain one stress token and transfers one of the jam tokens to Kyle.

Since Kyle had two focus tokens, the jam token removes one of them. Rachel chooses to use Kyle's ability to transfer his remaining focus token to "Chopper."

Old Teroch's ability is "At the start of the Engagement Phase, you may choose 1 enemy ship at range 1. If you do and you are in its , it removes all of its green tokens." Although Old Teroch is in the of both enemy ships, "Chopper" is at range 0 and Kyle does not have any green tokens. His ability has no effect.

OBJECTS: BOMBS AND MINES (1/2)

Bomblet



Types: Device, Bomb

At the end of the Activation Phase, this device detonates.

When this device detonates, each ship and remote at range 0–1 rolls 2 attack dice. Each ship or remote suffers 1 ✱ damage for each ✱/✱ result.

Concussion Bomb



Types: Device, Bomb

At the end of the Activation Phase, this device detonates.

When this device detonates, each ship and remote at range 0–1 is dealt 1 facedown damage card. Then, each ship at range 0–1 **must** expose 1 damage card unless it chooses to gain 1 strain token.

Electro-Proton Bomb



Types: Device, Bomb

At the end of the Activation Phase, this device detonates.

When this device detonates, each ship and remote at range 0–2 rolls 4 attack dice. Each ship loses 1 shield for each blank result, gains 1 ion token for each 👁/✱ result, and gains 1 disarm token for each ✱ result. Each remote at range 0–1 loses 1 shield for each blank result and suffers 1 damage for each 👁/✱ result.

Cluster Mine



Additional Cluster Mine 1

Center

Additional Cluster Mine 2

Types: Device, Mine

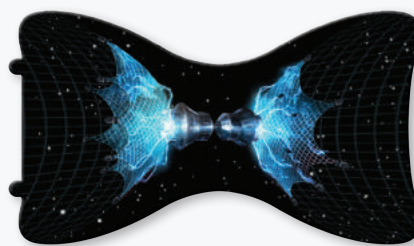
A Cluster Mine Set consists of 3 individual Cluster Mine devices.

When a Cluster Mines set is placed, the center Cluster Mine is placed as normal, then two additional Cluster Mines are placed in the recesses as shown.

After a ship overlaps or moves through any individual Cluster Mine, it detonates. Other Cluster Mines in the set that were not overlapped or moved through do not detonate.

When each of these devices detonates, that ship rolls 2 attack dice. That ship then suffers 1 ✱/✱ damage for each matching result.

Conner Net



Types: Device, Mine

After a ship overlaps or moves through this device, it detonates.

When this device detonates, the ship suffers 1 ✱ damage and gains 3 ion tokens.

Ion Bomb



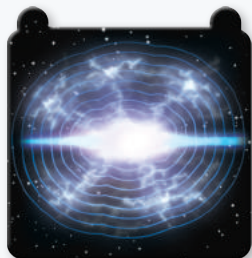
Types: Device, Bomb

At the end of the Activation Phase, this device detonates.

When this device detonates, each ship at range 0–1 gains 3 ion tokens, and each remote at range 0–1 suffers 1 ✱ damage.

OBJECTS: BOMBS AND MINES (2/2)

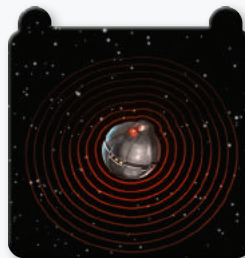
Proton Bomb



Types: *Device, Bomb*

At the end of the Activation Phase, this device detonates.
When this device detonates, each ship and remote at range 0–1 suffers 1 ✱ damage.

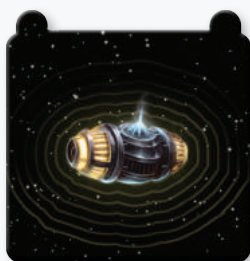
Thermal Detonator



Types: *Device, Bomb*

At the end of the Activation Phase, this device detonates.
When this device detonates, each ship and remote at range 0–1 rolls 1 attack die. Each ship gains 1 strain token for each ❷ result, and each ship and remote suffers 1 ✱/✱ damage for each matching result.

Seismic Charge



Types: *Device, Bomb*

At the end of the Activation Phase, this device detonates.
When this device detonates, choose 1 obstacle at range 0–1. Each ship and remote at range 0–1 of the obstacle suffers 1 ✱ damage. Then remove that obstacle.

Blazer Bomb

Types: *Device, Bomb.*



Blazer Bomb



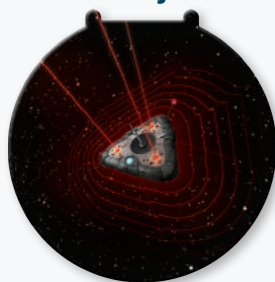
Blaze

At the end of the Activation Phase, this device detonates.

When this device detonates, each ship and remote at range 0–1 rolls 1 attack die. Each ship or remote suffers 1 ✱ damage for each ✱/✱ result.

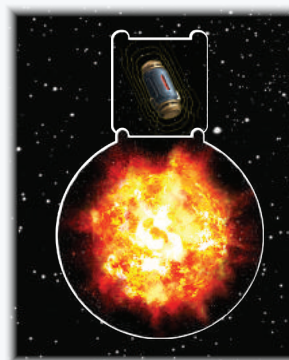
After this device detonates, place a Blaze by aligning the Blaze's guides to the device's tab.

Proximity Mine



Types: *Device, Mine*

After a ship overlaps or moves through this device, it detonates.
When this device detonates, that ship rolls 2 attack dice. That ship then suffers 1 ✱ damage plus 1 ✱/✱ damage for each matching result.



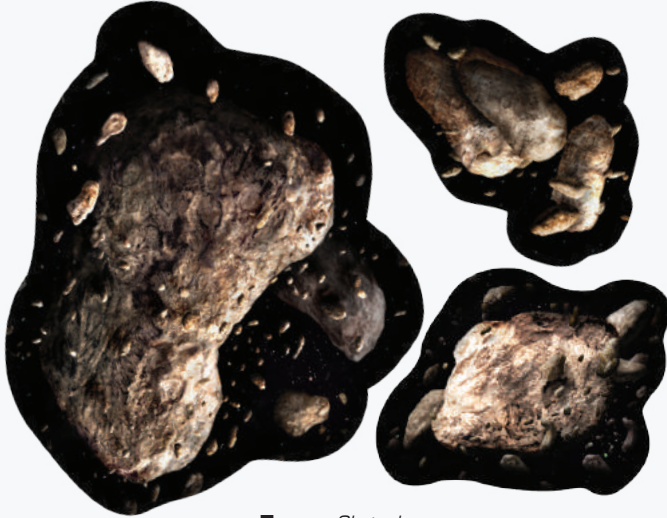
Placing Blaze (aligning its guides to Blazer Bomb tab).

A Blaze is an obstacle. After this obstacle is placed, place a fuse marker on it.

During the End Phase, remove each Blaze with no fuse markers, then remove one fuse marker from each Blaze.

OBJECTS: OBSTACLES (1/1)

Asteroids



Types: *Obstacle*

These are three examples of asteroids.

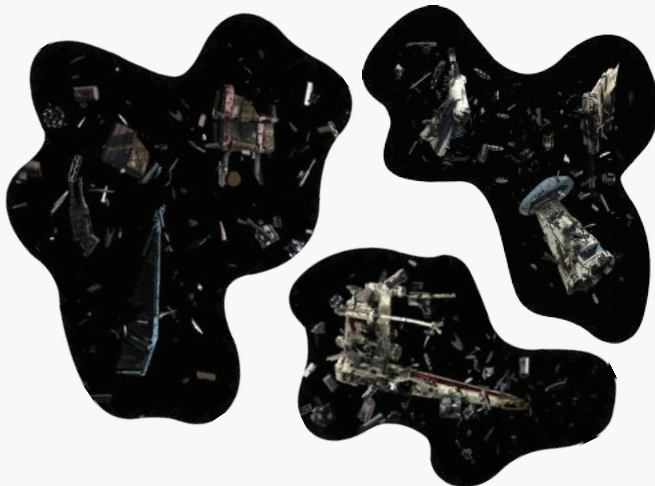
Cargo Drift



Types: *Obstacle, Placed*

Cargo drift is an asteroid.

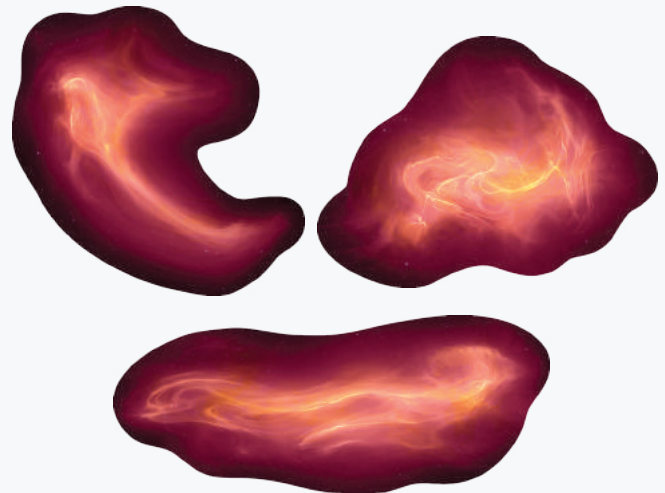
Debris Clouds



Types: *Obstacle*

These are three examples of debris clouds.

Gas Clouds



Types: *Obstacle*

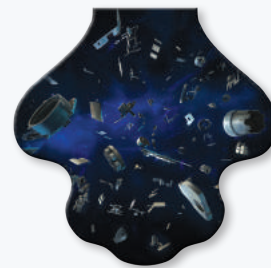
These are three examples of gas clouds.

Loose Cargo



Types: *Obstacle, Placed*

Spare Parts

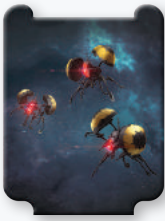


Types: *Obstacle, Placed*

When this object is dropped, fit the tab between the ship's rear guides.

OBJECTS: REMOTES

Buzz Droid Swarm



Types: Device, Remote

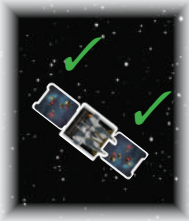
System, Activation, and End Phase: No effect.

Engagement Phase: When you engage, each enemy ship at range 0 of the buzz droid swarm suffers 1 ✱ damage.

Other Rules: After an enemy ship overlaps or moves through a buzz droid swarm, the swarm's controlling player relocates it by aligning the tab to that ship's front or rear guides (this ship is at range 0 of the swarm).

The swarm cannot be aligned to a set of the ship's guides if doing so would cause it to overlap an object. If the swarm cannot be placed at a chosen set of guides, its controlling player must align it to the other set of the ship's guides.

If it cannot be aligned to the other set, the swarm and the enemy ship that overlapped or moved through it each suffer 1 ✱ damage.



Sensor Buoy

Types: Device, Remote

Sensor buoys are remotes that come in pairs (one red, and one blue, each with its own remote card), and are placed by the **SENSOR BUOY SURE** upgrade card. Beyond being remotes and interacting with that card, they have no additional rules.

Dark Eye Probe Droid



Types: Device, Remote

System Phase: The DRK-1 probe droid's controlling player may choose a [2 ↖], [2 ↑], or [2 ↗] template and any set of the DRK-1's guides. The player then relocates the remote, placing the DRK-1 at the other end of the template. It can be placed overlapping an object this way.

If the DRK-1 overlaps a ship, use the position marker to denote the ship's position, then place the ship on top of the remote.

Activation, Engagement, and End Phase: No effect.

Other Rules: While a ship locks an object or jams an enemy ship, it may measure range from a friendly DRK-1 probe droid.

After an enemy ship executes a maneuver that causes it to overlap a DRK-1 probe droid, the ship's controller rolls 1 attack die. On a 1 result, the DRK-1 probe droid suffers 1 ✱ damage.

Commando Team



Commando team is a remote.



Types: Device, Remote.

When this device is dropped, it can be placed by sliding either its front or rear guides into the opposite end of the template.

System and End Phase: No effect.

Activation Phase: At the start of this phase, the commando team's controlling player may choose a [1 ↖], [2 ↑], or [1 ↗] template and place it in the commando team's front guides. The player then relocates the remote forward, placing the commando team's rear guides at the other end of the template. The commando team can be placed overlapping an object in this way. If multiple players have commando teams, player order is used to determine the sequence (similar to ships).

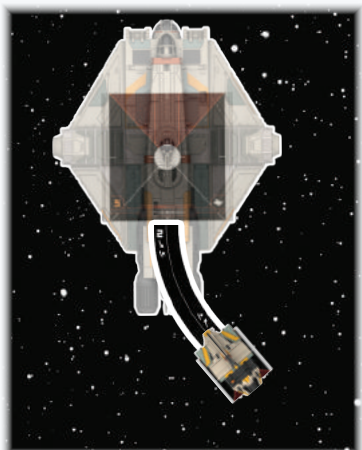
If the commando team overlaps a ship, use the position marker to denote the ship's position, then place the ship on top of the remote.

Engagement Phase: You cannot attack if there are enemy ships at range 0. Your primary attack is a range 1-2 ➡ attack. To perform an attack you must spend 1 ⚡. While you perform an attack, you may change 1 1 result to a ✱ result.

Other Rules: After an enemy ship overlaps a commando team, that ship gains 1 strain token. After a commando team is placed while being dropped or relocating, if it is placed underneath one or more enemy ships, those ships each gain 1 strain token.

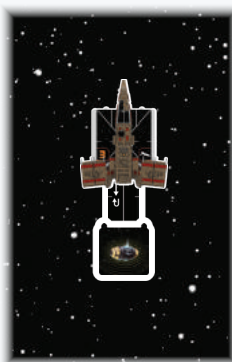
DEVICE AND DEPLOYING EXAMPLES

Deploy Example



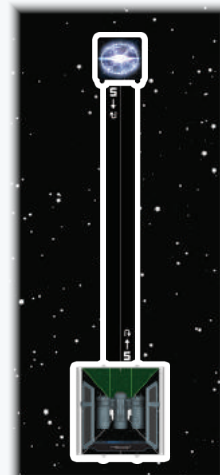
The Phantom II deploys from the Ghost using a [2 ↖] maneuver.

Dropping Bomb Example



This HWK-290 drops a seismic charge using a [1 ↑] template.

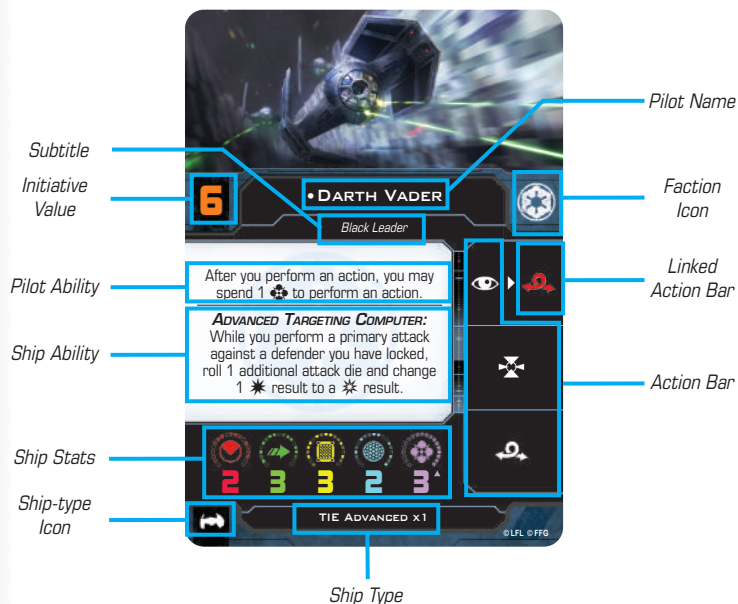
Launching Bomb Example



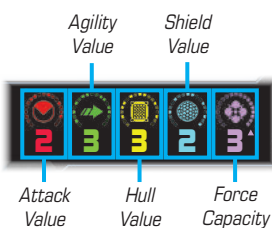
This TIE punisher launches a proton bomb using a [5 ↑] template.

CARD ANATOMIES

Ship Cards



SHIP STATS



Upgrade Cards



ATTACK RESTRICTIONS



SAW'S RENEGADES AND TIE REAPER (SWX74-75) CORRECTIONS

These products were released in first edition with preview versions of second edition cards, and some cards contain wording and formatting that is inconsistent with the second edition versions of those cards.

SHIP CARDS

•EDRIO Two TUBES (T-65 X-WING)

Should read: "Before you activate, if you are focused..."

(Changed "After" to "Before")

•MAJOR VERMEIL (TIE REAPER)

Should read: "...you may change 1 of your blank or  results to a  result."

(Changed "blank/ results" to "blank or  results")

•CAPTAIN FEROPH (TIE REAPER)

Should read: "you may change 1 of your blank or  results to an  result."

(Changed "blank/ results" to "blank or  results")

UPGRADE CARDS

ADVANCED SENSORS

Should read "...If you do, you cannot perform another action during your activation."

(Changed "skip your Perform Action step" to "you cannot perform another action during your activation.")

PIVOT WING

Should read "UT-60D U-wing only" in the restrictions box.

(Changed "UT-D60" to "UT-60D")

PROTON TORPEDOES

Should have the ordnance icon next to the attack range.

(Changed cone icon to ordnance icon)



Ordnance Icon

R3 ASTROMECH

Should read "...2 locks. Each lock must be on a different object."

(Added "Each lock must be on a different object.")

SWARM TACTICS

Should not be restricted to Imperial only.

(Removed "Galactic Empire" icon.)

•MAGVA YARRO AND •SAW GERRERA

Should read "Rebel only" in the restrictions box.

(Changed "Rebel Alliance" icon to "Rebel only" text)

•DEATH TROOPERS, •DIRECTOR KRENNIC, AND ISB SLICER

Should read "Imperial only" in the restrictions box.

(Changed "Galactic Empire" icon to "Imperial only" text)

CONDITION CARDS

•OPTIMIZED PROTOTYPE

Should read "...you may spend 1 , , or  result."

(Changed "1 , , or  result" to "1 , , or  result")

ERRATA

This section contains the official errata that have been made to individual cards and other game components in **Star Wars: X-Wing**. Errata overrides the originally printed information on the game component it applies to. Unless errata from a game component appears below, the original English printing of that component is considered accurate, and overrides all other printings. This includes translated cards, promotional cards, and printings which may appear in other products.

SHIP CARDS

•"COUNTDOWN" (TIE/SK STRIKER)

Ship ability should read: "Adaptive Ailerons: Before you reveal your dial, if you are not stressed, you **must** boost."

(Changed ship ability).

•"DUCHESS" (TIE/SK STRIKER)

Ship ability should read: "Adaptive Ailerons: Before you reveal your dial, if you are not stressed, you **must** boost."

(Changed ship ability).

•"PURE SABACC" (TIE/SK STRIKER)

Ship ability should read: "Adaptive Ailerons: Before you reveal your dial, if you are not stressed, you **must** boost."

(Changed ship ability).


•"VAGABOND" (TIE/SK STRIKER)

Pilot ability should read: "After you move using your Adaptive Ailerons, if you are not stressed, you may drop 1 device."

Ship ability should read: "Adaptive Ailerons: Before you reveal your dial, if you are not stressed, you **must** boost."

(Changed pilot and ship ability).

•"VIZIER" (TIE REAPER)

Pilot ability should read: "After you move using your Controlled Ailerons ship ability, you may perform a  action. If you do, skip your Perform Action step."

Ship ability should read: "Controlled Ailerons: Before you reveal your dial, if you are not stressed, you may boost."

(Changed pilot and ship ability).

•ALEXANDR KALLUS (VCX-100)

Should include the Tail Gun ship ability possessed by all other VCX-100 pilots.

(Added missing ship ability).

•ARLIZ HADRASSIAN (SCUM, BTL-A4 Y-WING)

Should read: "While you defend, if you are damaged, before the Modify Defense Dice step, you must change 1 of your focus results to a blank result."

(Added a specific timing window to prevent players from circumventing the downsides of the Pilot Ability.)

•ARVEL CRYNYD (REBEL, RZ-1 A-WING)

Should read: "If you would fail a  action by overlapping another ship, you may resolve it as though you were partially executing a maneuver instead."

While you perform an attack at attack range 0, treat it as an attack at attack range 1."

(Changed the second portion of the ability.)

•"BLACK SQUADRON SCOUT" (TIE/SK STRIKER)

Ship ability should read: "Adaptive Ailerons: Before you reveal your dial, if you are not stressed, you **must** boost."

(Changed ship ability).

•**BERWER KRET (SEPARATIST, *Nantex*-CLASS STARFIGHTER)**

Ship ability should read: "You cannot rotate your ⬤ to your ⬤. After you fully execute a maneuver, you may gain 1 tractor token to perform a ⚡ action."

(Added "fully").

•**CAPTAIN FEROPH (TIE REAPER)**

Ship ability should read: "Controlled Ailerons: Before you reveal your dial, if you are not stressed, you may boost."

(Changed ship ability.)

•**CAPTAIN OICUNN (IMPERIAL, VT-49 DECIMATOR)**

Should read: "While you perform an attack at attack range 0, treat it as an attack at attack range 1."

(Ability changed to work in new core rules)

•**CHEREK (SEPARATIST, *Nantex*-CLASS STARFIGHTER)**

Ship ability should read: "You cannot rotate your ⬤ to your ⬤. After you fully execute a maneuver, you may gain 1 tractor token to perform a ⚡ action."

(Added "fully").

•**COMMANDANT GORAN (IMPERIAL, TIE/IN INTERCEPTOR)**

Should read: "At the start of the Engagement Phase, choose a friendly ship at range 0-3 with a lower initiative than yours. The chosen ship gains 1 evade token and removes 1 non-stress red token."

(Ability reworked.)

•**COMMANDER MALARUS (FIRST ORDER, XI-CLASS LIGHT SHUTTLE)**

Should read: "While a friendly ship at range 0-2 performs a primary attack, before the Modify Dice step, if it has 1 or more blank results, that ship must gain 1 strain token to reroll 1 blank result, if able."

(Added a specific timing window to prevent players from circumventing the downsides of the Pilot Ability.)

•**DBS-404 (SEPARATIST, *Hyena*-CLASS DROID BOMBER)**

Should read: "While you perform an attack at attack range 1, you **must** roll 1 additional die. After the attack hits, suffer 1 ✱ damage."

(Changed the range restriction on this ability).

•**FENN RAU (REBEL, *Sheathipede*-CLASS SHUTTLE)**

Should read: "Before an enemy ship in your firing arc engages..."

(Replaced "After an enemy ship in your firing arc engages").

•**GOJI (REPUBLIC, BTL-B Y-WING)**

Should read: "While a friendly ship at range 0-3 defends, it may roll 1 additional defense die for each friendly bomb at range 0-1 of it."

(Removed "or mine").

•**GORGOL (SEPARATIST, *Nantex*-CLASS STARFIGHTER)**

Ship ability should read: "You cannot rotate your ⬤ to your ⬤. After you fully execute a maneuver, you may gain 1 tractor token to perform a ⚡ action."

(Added "fully").

•**HERA SYNDULLA (REBEL, A/SF-01 B-WING)**

Should read: "While another friendly ship at range 1-2 defends or performs an attack, during a Modify Dice step..."

(Added a specific timing window of an attack during which her ability can be used. As before, this ability can only be used once per attack.)

•**HERA SYNDULLA (REBEL, RZ-1 A-WING)**

Should read: "While another friendly ship at range 1-2 defends or performs an attack, during a Modify Dice step..."

(Added a specific timing window of an attack during which her ability can be used. As before, this ability can only be used once per attack.)

•**LIEUTENANT DORMITZ (FIRST ORDER, *Upsilon*-CLASS SHUTTLE)**

Should read: "**Setup:** After you are placed, friendly small ships can be placed anywhere in the play area at range 0-2 of you."

(Replaced "other friendly ship" with "friendly small ships").

•**MAJOR VERMEIL (TIE REAPER)**

Ship ability should read: "Controlled Ailerons: Before you reveal your dial, if you are not stressed, you may boost."

(Changed ship ability.)

•**NORRA WEXLEY (REBEL, ARC-170)**

Should read: "...range 0-1, add 1 ⚡ result to your dice results."

(Removed "you may").

•**"ODD BALL" (REPUBLIC, BTL-B Y-WING)**

Should read: "After you fully execute..."

(Added "fully").

•**PETRANAKI ARENA ACE (SEPARATIST, *Nantex*-CLASS STARFIGHTER)**

Ship ability should read: "You cannot rotate your ⬤ to your ⬤. After you fully execute a maneuver, you may gain 1 tractor token to perform a ⚡ action."

(Added "fully").

•**"PLANETARY SENTINEL" (TIE/SK STRIKER)**

Ship ability should read: "Adaptive Ailerons: Before you reveal your dial, if you are not stressed, you **must** boost."

(Changed ship ability).

•**SCARIF BASE PILOT (TIE REAPER)**

Ship ability should read: "Controlled Ailerons: Before you reveal your dial, if you are not stressed, you may boost."

(Changed ship ability.)

•**SUN FAC (SEPARATIST, *Nantex*-CLASS STARFIGHTER)**

Ship ability should read: "You cannot rotate your ⬤ to your ⬤. After you fully execute a maneuver, you may gain 1 tractor token to perform a ⚡ action."

(Added "fully").

•**STALGASIN HIVE GUARD (SEPARATIST, *Nantex*-CLASS STARFIGHTER)**

Ship ability should read: "You cannot rotate your ⬤ to your ⬤. After you fully execute a maneuver, you may gain 1 tractor token to perform a ⚡ action."

(Added "fully").

STANDARD LOADOUT CARDS

•"DUTCH" VANDER (BTL-A4 Y-WING) - BATTLE OF YAVIN

Pilot ability should read: "After you spend a lock during an attack, choose a friendly ship at range 1–3. The chosen ship may acquire a lock on the defender."

Initiative value should be "4".

(Corrected pilot ability and adjusted initiative value).

•IDEN VERSIO (TIE/IN INTERCEPTOR) - BATTLE OF YAVIN

Pilot ability should read: "Before a friendly TIE at range 0–1 would suffer damage, you may spend 2 ⚡. If you do, prevent 1 damage."

(Corrected pilot ability).

REMOTE CARDS

BUZZ DROIDS SWARM

Agility reduced to 1.

(Agility adjusted for balance).

UPGRADE CARDS

•"ZEB" ORRELIOS

Should read: "While you perform an attack at attack range 0, you may spend focus tokens for their default effect to modify results. While defending at attack range 0, the attacker may spend focus tokens for their default effect to modify results."

(Ability reworked).

BB ASTROMECH

Should read "During the System Phase, you may spend 1 ⚡ to perform a ⚡ action."

(Changed the effect timing to the System Phase).

•BB-8

Should read "During the System Phase, you may spend 1 ⚡ to perform a ⚡ or ⚡ action."

(Changed the effect timing to the System Phase).

•AGENT KALLUS

Should read "**Setup:** After placing forces, assign..."

(Added "After placing forces,")

•ASAJJ VENTRESS

Asajj Ventress should have 1 recurring charge symbol next to her Force modifier.

(Added recurring charge symbol on Force modifier.)

•C1-10P

Second section of the ability should read: "After you fully execute a maneuver, you may spend 1 ⚡ to perform a red ⚡ action, even while stressed."

(Added "fully").

•C1-10P (ERRATIC)

Should read: "After you fully execute a maneuver, you must choose a ship at range 0–1. It gains 1 jam token."

(Added "fully").

COMPOSURE

Should include the line: "If you do, you cannot perform additional actions this round."

(Added "If you do, you cannot perform additional actions this round.")

CONTRABAND CYBERNETICS

Should include the line: "This card's ⚡ cannot be recovered.."

(Added restriction on recovering charges.)

•COUNT DOOKU

Should read: "During an attack, before a ship at range 0–2 rolls attack or defense dice, if all of your ⚡ are active, you may spend 1 ⚡ and name a result. If the roll does not contain the named result, the ship must change 1 die to that result."

(Added "During an attack").

CONCUSSION BOMBS

The first sentence should read: "During the System Phase, if any of this card's ⚡ are inactive, you **must** spend 1 ⚡ to drop 1 concussion bomb, if able, using the [1 ⚡] template."

(Added ""using the [1 ⚡] template").

DEDICATED

Changed the keyword restrictions to "*Republic, Clone*".

(Removed Non-Limited restriction and added Clone restriction).

FERROSHERE PAINT

Should read: "After an enemy ship locks you, if you are not in that ship's ⚡, that ship gains 1 stress token unless it chooses to break its lock."

(Ability adjusted to allow counterplay).

GRAPPLING STRUTS(CLOSED)

Should read ".... After you execute a maneuver, if you overlap an asteroid or debris cloud and there are 1 or fewer other friendly ships at range 0 of that obstacle, you may flip this card. If you do, you do not suffer the effects of overlapping the asteroid or debris cloud."

(Updated text to work as intended.)

GRAPPLING STRUTS(OPEN)

Should read "You ignore obstacles at range 0. You cannot perform ⚡ actions. After you reveal your dial, if you reveal a maneuver other than a [2⚡] and are at range 0 of an asteroid or debris cloud, skip your Execute Maneuver step and remove 1 stress token; if you revealed a right or left maneuver, rotate your ship 90° in that direction. After you execute a maneuver, flip this card."

(Updated text to work as intended.)

LANDING STRUTS (CLOSED)

Should read ".... After you execute a maneuver, if you overlap an asteroid or debris cloud and there are 1 or fewer other friendly ships at range 0 of that obstacle, you may flip this card. If you do, you do not suffer the effects of overlapping the asteroid or debris cloud."

(Updated text to work as intended.)

LANDING STRUTS (OPEN)

Should read "You ignore obstacles at range 0. You cannot perform ⚡ actions. After you reveal your dial, if you reveal a maneuver other than a [2⚡] and are at range 0 of an asteroid or debris cloud, skip your Execute Maneuver step and remove 1 stress token; if you revealed a right or left maneuver, rotate your ship 90° in that direction. After you execute a maneuver, flip this card."

(Updated text to work as intended.)

•LANDO'S Millennium Falcon

Should read: "While you have an Escape Craft docked, you may treat its shields as if..."

(Replaced "spend" with "treat")

•LEIA ORGANA

Should read: "After a friendly ship reveals a non-[O■] maneuver, you may spend 1 ☼. If you do, the chosen ship reduces the difficulty of that maneuver."

(Added restriction on maneuver type).

•LUKE SKYWALKER

Should read: "At the start of the Engagement Phase, you may spend 1 ☼ and gain 1 deplete token to rotate your Ⓞ indicator."

(Added an additional cost)

•Outrider

Should read: "While you perform an attack that is obstructed by an obstacle..."

(Changed "obstructed attack" to "an attack that is obstructed by an obstacle.")

•Protectorate Gleb

Should read: "After you coordinate a friendly ship, you may transfer 1 orange or red token to the ship you coordinated."

(Added restriction stipulating friendly ship.)

•Slave I

Should read "...maneuver, you may set your dial to the maneuver of the same speed and bearing..."

(Removed "you may gain 1 stress token. If you do,")

STALWART CAPTAIN

Should read: "Huge ship" in the restrictions box.

(Changed from "Rebel, Huge ship.")

STATIC DISCHARGE VANES

Should read: "Before you would gain 1 ion or jam token, if you are not stressed, you may choose another ship at range 0-1 and gain 1 stress token. If you do, the chosen ship gains that ion or jam token instead, then you suffer 1 ✱ damage."

(Changed from "If you would gain an ion or jam token, you may choose a ship at range 0-1. If you do, gain 1 stress token and transfer 1 ion or jam token to that ship.")

•URSA WREN

Should read "You can maintain up to 2 locks. Each lock must be on a different object. After a friendly ship at range 0-3 is locked by an enemy ship, you may perform a ⚡ action."

(Updated text to work as intended.)

TRACKING TORPEDOES

Should read: "...This card's ⚡ cannot be recovered."

(Added restriction on recovering charges.)

INSERT SHEETS

"System" and "Bomb" upgrade cards should be labeled "Sensor" and "Payload" upgrade cards instead.

PROXIMITY MINES

Should read "When this device detonates, that ship rolls 2 attack dice. That ship then suffers 1 ✱ plus 1 ✱/✱ damage for each matching result."

(Changed from "When this device detonates, that ship rolls 2 attack dice. That ship then suffers 1 ✱/✱ damage for each matching result.")

DIALS

The dials included in the first printing of the **Tantive IV** expansion are incorrect. The incorrect dials can be identified by the "RDR" text printed in the center (instead of the correct "C90." The correct dial is as follows:



Correct CR90 Dial

CR90 CORELLIAN CORVETTE									
5			↑						
4			↑						
3		↖	↑	↗					
2		↖	↑	↗					
1		↖	↑	↗					
0		↖		↗					■

Correct CR90 Maneuver Chart

Additionally, the ship can still be played using the incorrect dial if necessary, by following these steps:

- **Step 1:** Using the incorrect dial, select a maneuver.
- **Step 2:** When revealing the dial, consult the corrected chart or dial included above. If the difficulty of the maneuver differs, use the difficulty on the corrected dial instead.

Because the speed and bearing of all maneuvers on the incorrect dial still match with the CR90's correct maneuver dial, any maneuver on the dial is still a legal speed and bearing for the CR90. Additionally, the incorrect dial is not missing any speed/bearing combinations available to the CR90.

Note also that effects that refer to the ship's revealed maneuver use the corrected difficulty.

FAQ

This section contains frequently asked questions and their answers.

ARCS

Q: Can ships that only use ☐ or ☐ attacks use effects that require the ship to perform a ☐ attack? (i.e. Fearless, Outmaneuver)

A: No. Note the differences between the requirement of Fearless:

"While you perform a ☐ primary attack..."

and *Punishing One*:

"While you perform a primary attack, if the defender is in your ☐..."

A ☐ attack uses the ☐ icon above the attack value as shown on its ship card. This is different from an attack that is performed against a ship in its ☐.

Q: When a ship with its turret arc indicator pointing at its ☐ performs a ☐ attack, has it also attacked from that ☐?

A: No. For example, if a ship equipped with Veteran Turret Gunner performs a primary ☐ attack, it could use Veteran Turret Gunner's ability to perform a ☐ attack even if the turret arc indicator is pointing at its ☐.

Q: Is a ship in its own firing arc?

A: No.

Q: Does a ship's firing arc extend to range 3 even if the weapon using that arc does not?

A: Yes. For example, if Drea Renthal (Scum, BTL-A4 Y-wing) is equipped with a Dorsal Turret (☐), she can use her ability on ships at range 1–3 in her turret arc.

DEPLOYMENT

Q: If a ship equipped with Boba Fett (☐) cannot be placed at range 0 of an obstacle and beyond range 3 of any enemy ship, what happens?

A: That ship instead defaults to being placed within range 1 of its player's board edge.

LIST BUILDING

Q: Can a T-70 X-wing or M-3A Interceptor equip an upgrade that requires multiple slots with its Weapon Hardpoint ship ability (such as Barrage Rockets (☐☐))?

A: No. The Weapon Hardpoint ship ability grants a ship a special upgrade slot that can be used only for one upgrade that exactly matches one of the specified icons (☐, ☐, and ☐, in this case).

LOCKING

Q: While locking, can a player not choose an object?

A: Yes, but only if there are no valid objects to select. While locking, a player must choose another object at range 0–3 if able. Thus, acquiring a lock can fail if there is no other object at range 0–3, but only fails under this circumstance.

Q: What happens when two locks from the same ship with an R3 Astromech (☐) are transferred onto a single ship (such as by Captain Kagi's [Lambda-class Shuttle] pilot ability)?

A: The R3 Astromech only allows having two locks if they are on different ships, so one of the locks breaks if they are transferred to a single ship.

Q: If an effect instructs a ship to gain an additional lock token (such as Petty Officer Thanisson (☐)), can a player choose to assign the ship a lock token with a different number from the first lock token?

A: No. It must gain a lock of the same number as the first (which, in most cases, causes the ship to lose the original lock, resulting in only one lock token).

Q: If an effect refers to "your tokens," under which circumstances is a lock considered "your token" or not?

A: For effects that refer to a "your tokens," the lock is always the red token of the ship to which it has been assigned. For example, if Ship A acquires a lock on Ship B, the lock is Ship B's red token, not Ship A's red token. Any effect that refers to "your tokens" from Ship A does **not** refer to the lock. Any effect that refers to "your tokens," from Ship B does refer to the lock.

Note that if an effect refers to "your lock," it means the lock over which your ship has possession (the one it assigned). So if Ship A had an effect that referred to "your lock," this would refer to the lock Ship A has on Ship B. For Ship B's effects, however, that same lock would **not** be "your lock."

OBJECTS

Q: What does "ignores obstacles" mean? Do Han Solo [Pilot, Customized YT-1300] and Qi'ra (☐) work together? What about Dash Rendar [YT-2400] and Outrider (☐)?

A: When an effect says a ship "ignores obstacles," it means that ship "ignores the effects of obstacles." A ship that is "ignoring obstacles" does not apply the effects of overlapping or moving through them, and can move through them by boosting or barrel rolling. When that ship performs an attack that is obstructed by an obstacle it ignores the effects of the obstruction, so the defender does not roll 1 additional defense die being obstructed by the obstacles the attacker is ignoring.

However, the obstacles are still treated as being present for effects that check for their presence or absence (such as the Stunned Pilot damage card or Debris Gambit (☐)). Additionally, an attack is obstructed by an obstacle even while the effects of the obstacle are ignored. This applies to cards such as *Outrider* (☐), Han Solo [Pilot, Customized YT-1300], and *Trick Shot* (☐).

Additionally, other ships do not ignore the obstacle when resolving effects that interact with a ship that is ignoring obstacles. For instance, while a ship that is ignoring obstacles defends, if the attack is obstructed, it still rolls 1 additional defense die because the attacker is not ignoring the effects of obstacles.

Q: Does a *Mine*, when dropped overlapping a ship in the System Phase, detonate immediately?

A: Yes. When an object is placed underneath a ship, that ship counts as overlapping that object.

Q: When a ship moves through a *Mine* (and overlaps) does the timing window for Sabine Wren (☐) occur before or after the ship has an opportunity to perform an action?

A: Trick question! Sabine only affects devices classified as bombs, not mines and other devices, such as a Proximity Mine.

Q: How do fuse markers (pg. 11) interact with *Mines*?

A: If a ship would move through and/or overlap a fused *Mine*, one fuse marker is removed from the mine and it does not detonate, even if the ship remains physically on top of the mine after the fuse marker is removed.

If a ship is physically on top of a mine that did not detonate because of the effect of a fuse marker, and it moves through and/or overlaps that mine again during a later move, the mine detonates as normal.

Q: If the Loose Cargo from Rigged Cargo Chute [7] or Spare Parts from Spare Parts Canister [8] overlaps another ship, what happens?

A: It is placed underneath the ship, and the ship overlaps it, suffering its effects.

Q: If a remote has no arcs, can abilities that resolve "while not in the defender's [9] (or other arc)" resolve?

A: No. A ship cannot be outside of any of a remote's arcs if that remote has no arcs.

Q: What happens when a Proximity Mine is dropped such that two or more ships overlap it?

A: The owner of the Proximity Mine chooses one ship to be affected by it.

Q: What happens when a set of Cluster Mines are dropped such that two or more ships overlap them?

A: The owner of the Cluster Mines first chooses one ship to be affected by each of the individual Cluster Mine. Then, in an order of that player's choosing, the dice are rolled to resolve the effect of the detonation on each of those ships.

Q: When two or more devices detonate at the same time, who chooses the order of the resolution of their effects?

A: The first player resolves all of their devices in any order of their choosing, resolving each detonation and then any resultant effects (such as Sabine Wren [10]'s "after an enemy ship is affected by a friendly bomb" effect) fully before moving on to the next. Then the second player in player order resolves all of their bombs in any order of their choosing, resolving each detonation fully before moving on to the next (and so on, for multiplayer games).

ROLLING AND REROLLING DICE

Q: Are rerolls considered "rolling dice" for the purposes of effects that occur before or after a player rolls dice (such as Count Dooku [11])?

A: No. While rerolls do include the physical act of picking up one or more dice and rolling them again, "rerolling dice" is considered distinct from "rolling dice" from a mechanics standpoint.

Q: If a card such as Saturation Salvo [12] instructs a player to reroll "all dice" or a specific number of dice but there are not enough eligible dice, what happens?

A: The player rerolls as many eligible dice as possible.

In the case of Saturation Salvo and similar effects, if a ship uses Saturation Salvo (which rerolls 2 defense dice) against a ship that rolled only 1 defense die, it can still cause that ship to reroll its 1 defense die by resolving the effect as completely as possible (against the 1 eligible defense die).

Note that if the ship uses Saturation Salvo against a ship that rolled 3 defense dice (for example: 1, blank, blank), it must choose exactly 2 of those dice to be rerolled, as it must resolve the effect as completely as possible (on 2 eligible dice, in this case).

Q: Can Han Solo [Pilot, Modified YT-1300]'s ability be used on a die that has been rerolled?

A: Yes. Han Solo's ability is not treated as a reroll, so it can be used on a rerolled die.

DAMAGE CARDS

Q: Does the Wounded Pilot [Damage Card]'s first effect ("After you perform an action, roll 1 attack die. On a * or * result, gain 1 stress token.") resolve after you repair it?

A: No. The card is repaired, and thus has no effect to resolve.

ACTIVATION PHASE AND ACTIONS

Q: Can the difficulty of a purple maneuver be reduced or increased?

A: No. However, effects can cause you to "treat the maneuver as [a different color]."

Q: If one effect says to "treat an action as purple" and another says to "treat an action as red," what happens?

A: Actions have three difficulties, from least to most restrictive: white, red, and purple.

If two or more effects would alter the color of an action from its default color, the action is treated as the most restrictive of those colors. So, if an action is "treated as red" and "treated as purple" at the same time, it is treated as purple, as this is the most restrictive.

Q: If the difficulty of an action is not stated (such as Lando Calrissian [Rebel, 13]'s unique action or the coordinate action "Vizier" [TIE Reaper] can perform as part of its pilot ability), what is the difficulty of that action?

A: White. However, note that if a ship is instructed to perform an action "on its action bar" this way, it uses the difficulty of the action on its action bar.

Q: If a ship has red evade linked to another action (such as the TIE Aggressor or Attack Shuttle), Debris Gambit [14] equipped, and is within range of an obstacle, does it treat the linked red evade as white?

A: Yes, Debris Gambit modifies any red evade action on the ship's action bar, including linked actions.

Q: Can an ionized ship perform an action that is linked to its [15] action after performing its [15] action?

A: No. An ionized ship is limited to performing only the [15] action.

Q: Can an ionized ship that is granted a non-[15] action after executing a maneuver (such as a Delta-7 Aethersprite using Fine-Tuned Controls to perform an [16] or [17] action, or a TIE Defender using Full Throttle to perform an [18] action) perform that action?

A: No. An ionized ship is limited to performing only the [15] action.

Q: If a ship attempts a purple action (such as a [19] or [20] action) and fails the action, must it still spend the [21]?

A: Yes. A purple action's [21] cost is a "cost to attempt to perform [that] purple action" (see [Actions](#)) and is still paid even if the action fails.

Q: If Anakin Skywalker [Naboo Royal N-1] uses his pilot ability to barrel roll (note that this is not a [22] action) and fails, must he still spend the [23]?

A: No. A barrel roll can fail in the same manner as a [22] action, but because Anakin's ability is not an action, the [23] cost is a cost to resolve the effect (which Anakin cannot do in the case of failure) rather than a cost to attempt the action.

Q: Does Sense [24] require you to spend 1 [25] before measuring range to other ships?

A: No. You can measure range to see which ships are at range 0–1 and which ships are at range 0–3 before deciding whether or not to spend the [25] to affect a ship at range 0–3.

Q: Q: If a Quadrijet Transfer Spacetug uses its "Spacetug Tractor Array" action and cannot choose a ship in its front arc at range 1, what happens?

A: The action fails.

Q: While a ship executes a Tallon Roll maneuver, if it cannot be placed at the middle position (center line aligned to the center line of the template), is it able to fully execute the maneuver?

A: Yes, provided there is a valid position at which to place it. While executing a Tallon Roll, if a ship can be placed in at least one of the three possible positions (center line aligned to the front, middle, or back of the template), it must choose one of the valid positions, and it fully executes the maneuver. If a valid position exists, it cannot choose an invalid position to partially complete the maneuver. As with a barrel roll, while resolving this, the player may attempt to place the ship at the front, middle, and back before choosing a valid position.

Q: Can Ved Foslo [TIE Advanced x1] use his ship ability to reduce the speed of a [1 ↖] or [1 ↗] maneuver, allowing him to execute a [0 ↖] or [0 ↗] maneuver?

A: No. O-speed bank maneuvers can only be executed by huge ships, and cannot be executed by standard ships even if a particular ship has the ability to execute a maneuver that is not on its dial.

Q: What is the difference between "flipping a dial faceup" and "revealing a dial," and when does each apply?

A: "Flipping a dial faceup" is the manual act of turning the dial such that the face of the dial (containing the maneuvers) is visible. "Revealing a dial" is the specific act that occurs during a ship's activation. A ship that reveals its dial does flip the dial faceup as part of this process.

However, other effects that refer to "flipping a dial faceup," such as the Informant (🕵️) upgrade's **LISTENING DEVICE** condition do not "reveal" the dial for the purposes of abilities that trigger when a dial is revealed. Additionally, a ship that has flipped its dial faceup can still "reveal" that dial at the appropriate time during its activation (and trigger any relevant effects from doing so), even though the dial is already faceup.

ENGAGEMENT PHASE AND ATTACKING

Q: When a ship is destroyed by a game effect triggered with "before engaging," does it still engage?

A: Yes, because the game has already reached that initiative step, it is not removed until after all ships of that initiative have engaged, per simultaneous fire.

Q: When specifically during an attack do effects that apply "while you perform an attack" or "while you defend" apply?

A: Abilities are applied at the step in the attack at which they take effect. For example, in the case of Predator, as this is a dice modification, it is applied at Step 2b: Modify Attack Dice. Note, however, that effects resolved during Step 2b: Modify Attack Dice and 3b: Modify Defense Dice do not use the ability queue, as they are resolved in the order described in that section of the rules reference.

Q: If a ship is destroyed, when are effects that trigger upon its destruction resolved?

A: If it was destroyed during an attack, these are resolved during Step 6: Aftermath.

Otherwise, these effects are added to the ability queue immediately (even if the ship would not yet be removed, such as due to the Simultaneous Fire rule or a card effect).

Q: If a ship is destroyed and an effect such as R1-J5 [🔧] repairs one or more of its damage cards before it is removed, is the ship still destroyed (and thus removed)?

A: Yes. After a ship becomes "destroyed" for any reason, it remains destroyed no matter what effects are resolved before it is removed. Effects can change the timing at which a ship is removed, but cannot undo the state of being destroyed.

ABILITIES AND THE ABILITY QUEUE

Q: What makes an effect an "ability?"

A: An ability is text from a card a player controls (such a ship card, upgrade card, damage card, remote card, device, condition card, etc).

A few abilities are constant (such as the "Gain a 🗡️ primary weapon with a value of "3" portion of Moldy Crow). Constant abilities are not resolved via the ability queue.

Most abilities are triggered, occurring only at a specified timing window (such as the "During the End Phase, do not remove up to 2 focus tokens" portion of *Moldy Crow*). Triggered abilities are resolved via the ability queue.

Each triggered ability has the following parts:

- A timing (when the ability is added to the ability queue)
- An effect (what the ability does)

Additionally, an ability can have one or more of the following:

- One or more requirements the ship must meet
- One or more costs the ship must pay
- A text box can contain multiple abilities if there are multiple constant abilities or triggers that can add an ability to the queue (as in the *Moldy Crow* example).

Q: What is meant by a requirement for an ability?

A: A requirement for an ability is a conditional if-statement, such as "if you are tractorored" or "if the defender is in your bullseye arc." A ship being in-arc at range for an attack made as part of a triggered ability, such as Snap Shot or Foresight, is also a requirement for that ability.

If an ability's requirements are not met at the time the ability would be added to the queue, it cannot be added to the queue.

If the ability's requirements are not met at the time the ability would be resolved from the queue, the ability is not resolved and is instead removed from the queue.

If an ability instructs you to make a choice, such as choosing a ship, that is not itself a requirement to initiate an ability.

Q: When is the cost for an ability paid?

A: The cost for an ability is paid when the ability is resolved.

An ability cannot be added to the queue if its cost could not be paid at the time it is added.

If an ability's cost cannot be paid when it would be resolved from the queue, the ability is not resolved and is instead removed from the queue. The ability's cost is not paid.

An ability can have multiple costs. If it does, all costs must be paid to resolve it. If all costs cannot be paid, no costs are paid and the ability is removed from the queue and not resolved.

Q: Are optional abilities added to the ability queue automatically when they are triggered, or does a player make their choice by adding the ability to the queue?

A: They are added to the ability queue automatically when they are triggered as long as they meet the requirements to be added. Players are not required to declare each ability as it enters the queue. However, if a player does not resolve an ability during the appropriate timing window, the opportunity to do so is lost.

For example, Afterburners and Fine-Tuned Controls are both optional abilities that are added to the ability queue "after you fully execute a maneuver." A Delta-7 *Aethersprite* equipped with Afterburners would add both abilities to the queue in an order of its player's choosing.

Note that at an ability can be added to the queue only if the requirements for it could be met. For instance, if Afterburners had no active ⚡ remaining, or if the Delta-7 *Aethersprite* had no active ♣ after it executed the maneuver, those abilities could not be added, respectively.

Q: Are optional abilities added to the ability queue mandatory once they have been added?

A: No. When an ability is reached in the ability queue, the player makes the relevant choices for that ability, including whether or not to use it.

For example, if a Delta-7 *Aethersprite* queues Fine-Tuned Controls and then Afterburners after it fully executes a maneuver, when the queue reaches Fine-Tuned Controls, its player makes the choice whether to pay the costs to resolve the ability, then does so. Then, when the queue reaches Afterburners, its player makes the choice whether to pay the costs to resolve the ability, then resolves it and makes any choices included in the ability.

Q: How are abilities that "may choose a ship" (e.g. K-2SO [👤] or Darth Vader [👤]) resolved when they are reached in the ability queue?

A: When an ability that "may choose a ship" is reached in the ability queue, before paying costs, the ship's player may measure range to any number of ships. Then, that player may choose a ship from among the valid options as defined by the ability, or choose no ship. If they choose no ship, the costs for the ability are not paid, and the ability is removed from the queue without resolving.

SPECIFIC CARD QUESTIONS

Q: Can Cikatro Vizago [👤] exchange an ⚡ upgrade card onto a ship that could not normally equip it (such as equipping a Stealth Device to a Z-95 Headhunter and then exchanging it with a Rigged Cargo Chute on a YV-666)?

A: No. Cikatro Vizago cannot move the Rigged Cargo Chute to the Z-95 due to the Z-95 not meeting the "Medium or large ship" restriction on Rigged Cargo Chute, as described in [Upgrade Cards](#).

Q: When attacking with a weapon with the ordnance icon (such as Proton Rockets) or defending against an attack with the ordnance icon, can Grand Inquisitor [TIE/Advanced v1] apply the range bonus?

A: No.

Q: Is Han Solo [Rebel, 🧑]s additional attack a bonus attack?

A: Yes. Anything that permits an attack outside of the standard attack allowed to a ship when it engages is a bonus attack.

Q: If a ship with Han Solo [Rebel, 🧑] is made to engage at initiative 7 (through Roark Garnet [HWK-290], Heightened Reflexes [👤], etc.), must it perform Han Solo's bonus attack first?

A: Yes. Han Solo [Rebel, 🧑]s effect occurs at initiative 7 before any ship at that initiative engages (including the one to which Han Solo is equipped), so Han Solo's bonus attack is always performed first. This means that it cannot perform Han Solo's bonus attack and then perform a subsequent attack from the same turret arc.

Q: How do effects that "prevent damage" such as Iden Versio interact with effects such as Ion Cannon and Tractor Beam that "inflict [ion, tractor, jam, etc] tokens instead of dealing damage"?

A: If an effect uses ✨/⚡ results for an effect instead of dealing damage (such as inflicting ion, tractor, or jam tokens), that effect cannot be prevented by an effect that "prevents damage."

Note that Iden Versio can prevent the 1 damage that an Ion Cannon deals before inflicting ion tokens, but this does not prevent the chosen ship from gaining the subsequent ion tokens.

Q: When the *Nashtah Pup* deploys, does it gain charges equal to the charge limit from the ship card with the *Hound's Tooth*?

A: No, when the *Nashtah Pup* deploys via emergency deployment, it gains the number of active and inactive charges that the ship with the *Hound's Tooth* had before it was destroyed.

Q: Does the Autopilot Drone [Escape Craft]'s ability trigger if it is destroyed by another method other than running out of charges?

A: No.

Q: If a ship with Cloaking Device [👤] rolls a focus result and then fails while attempting to decloak, what happens?

A: The ship does not remove its cloak token.

Q: Can a ship use Elusive [👤] to recover charges on other upgrades by fully executing red maneuvers?

A: No. Elusive and other effects that refer to recovering charges only apply to the charges of that specific card, unless the effect explicitly states otherwise (such as Chopper [Rebel, Crew]).

Q: Does Kavil (Scum, BTL-A4 Y-wing) roll an additional attack die when attacking with a turret weapon when the turret arc indicator is set to his front arc?

A: Yes. Additionally, note that Kavil would roll an additional attack die when performing an attack that specifies bullseye arc, even though the target is also by definition in his front arc.

Q: If Lieutenant Sai [Lambda-class Shuttle] coordinates a ship and it performs an action followed by a linked action, can Lieutenant Sai perform the linked action instead of the initial action?

A: No. Lieutenant Sai can only perform the initial action.

Q: Airen Cracken [Z-95 Headhunter]'s pilot ability allows another friendly ship to "perform an action, treating it as red." Can that ship choose to perform a red action, treating it as red? Can it choose to perform a purple action, treating it as red?

A: It can perform a red action, treating it as red. However, because purple is more difficult than red, it **cannot** perform a purple action, treating it as red.

Q: Does the *StarViper*-class Attack Platform's ship ability (Microthrusters) apply to the barrel roll that results from becoming tractorored?

A: Microthrusters does affect this barrel roll. The player whose effect assigned the tractor token determines the direction and position of the template.

Q: Can a TIE Advanced x1 that rolled 1 additional die from Advanced Targeting Computer spend the lock later in the attack? If it does, can it change 1 ✨ into a ⚡?

A: While performing an attack, a TIE Advanced x1 can spend its lock to reroll attack dice after rolling 1 additional die.

It can also change 1 ✱ result to a ✱ result and then spend the lock to reroll attack dice. However, note that it cannot change 1 ✱ result to a ✱ result after spending the lock, as it no longer has the defender locked.

Q: After being destroyed, can "Deathfire" [TIE Bomber] launch a device that cannot normally be launched?

A: No.

Q: If "Deathfire" [TIE Bomber] (or a ship with Paige Tico [☺] equipped) placed a device during the System Phase, can that ship drop a bomb after being destroyed?

A: Yes. A ship can only place a device once during the System Phase, but it can drop an additional bomb as instructed by its pilot (or upgrade) ability.

Note however that some cards that can place devices at times other than the System Phase (such as Edon Kappehl [MG-100 Starfortress] and "Genius" [☺]) contain the text "If you have not dropped or launched a bomb this round," which would prevent them from placing a subsequent device if they had placed one in the System Phase.

Q: What ship's initiative does Listening Device condition assigned by Informant [☺] trigger at?

A: Listening Device's effect triggers at the initiative of the ship that has the condition.

Q: If a ship would gain a disarm token as part of paying the cost of an effect, such as Foreman Proach [Modified TIE/In Fighter] or Quinn Jast [M3-A Interceptor], but Overseer Yushyn [Modified TIE/In Fighter] causes them to gain a stress token instead, does the effect still resolve?

A: Yes. Overseer Yushyn [Modified TIE/In Fighter]'s ability is a replacement effect, and if it replaces part of the cost a ship would pay to resolve an effect (in this case, the disarm token that ship would gain), that effect still resolves (see page 2, "Paying Costs").

Note that abilities that would resolve "after a ship gains a disarm token" still do not resolve, as this is a timing window that has not occurred, rather than a cost that has been replaced.

Q: If an attack made with Plasma Torpedoes [☺] hits, when does the defender lose a shield?

A: It is determined that the attack hit at the end of Step 4: Neutralize Results. Therefore, the ship loses the shield at the end of Step 4: Neutralize Results and before Step 5: Deal Damage.

Q: What happens if a ship transfers its own lock to itself (such as by using Admiral Holdo [☺])?

A: A ship cannot have a lock on itself (see [Lock](#)), so that lock breaks.

Q: When an effect checks the difficulty of your revealed maneuver (such as Cova Nell's pilot ability), do any effects that alter the difficulty of your maneuvers (such as R4 Astromech [☺] or Leia Organa [Resistance, ☺ ☺]) apply?

A: No. The difficulty of a revealed maneuver matches its printed color. The speed and bearing of a revealed maneuver also match their printed value and type, respectively.

Q: When an effect (such as Seasoned Navigator) instructs a ship to set its dial to a different maneuver "after you reveal your dial," is the ship's revealed maneuver the one that was on the dial when it was revealed or the new maneuver to which it is set?

A: The ship's revealed maneuver is the one to which its dial is physically set.

If an effect such as Seasoned Navigator physically sets the dial to a new maneuver, the new maneuver is the ship's revealed maneuver. If multiple effects set the dial, the revealed maneuver is the final maneuver on the dial after all effects that set it have been resolved.

Q: If a ship is affected by Padmé Amidala's pilot ability and it modifies 1 of its ☹ results, can Emperor Palpatine [☺], Empire's ability be used to modify a second ☹ result?

A: Yes. The ship equipped with Emperor Palpatine (Crew) is modifying that ship's second focus result, and not that ship itself.

Q: If an effect applies a maximum to the number of dice rolled (e.g. Seventh Fleet Gunner [☺] or Predictive Shot [☺]) and another effect instructs it to roll additional dice in excess of this maximum, does the order in which the effects were applied matter?

A: No. Once an effect sets a maximum number of dice that can be rolled ("roll 1 additional die, to a maximum of X" or "the defender cannot roll more than X defense dice"), that maximum is applied at Step 2a: Roll Attack Dice or Step 2b: Roll Defense Dice (see [Attack](#)) after all effects that cause the ship to roll additional or fewer dice have been applied.

Q: If a ship with agility 0 (such as the VCX-100) is subject to one effect that would cause it to roll 1 fewer defense die and another effect that would cause it to roll 1 additional defense die, does the order in which these effects are applied change how many defense dice it rolls?

A: No. Whichever effect is applied first, it rolls 0 defense dice. If the reduction is applied first, its defense pool becomes "-1 dice" (negative 1 defense dice), then the positive modifier is applied, bringing it back to 0. On the other hand, if the increase is applied first, the decrease subsequently reduces it back to 0.

Note that after modifiers are applied but before dice are rolled, there is a default minimum of 0 dice (see [Attack](#)). Therefore if a ship would roll fewer than 0 dice due to the modifiers that have been applied, it always rolls 0 defense dice instead.

Q: If a ship with agility 0 (such as the VCX-100) is strained and defends against an attack at attack range 1 (for which it would normally roll 0 defense die), does it remove the strain token?

A: Yes. Although it cannot be made to roll fewer than 0 defense dice due to the intrinsic minimum, the effect of "roll 1 fewer defense die" is applied (see [Attack](#)), and so the strain token is removed.

Q: If a ship that is equipped with Kanan Jarrus [☺] uses Inertial Dampeners [Illicit] to perform a white stationary maneuver, in which order to Kanan's ability and the "gain 1 stress token" portion of Inertial Dampeners' ability occur?

A: Both abilities have the same timing window: after the ship executes the maneuver. Thus, after the ship executes the white stationary maneuver, if the player chooses to spend one Force charge to activate Kanan, two abilities enter the ability queue: Inertial Dampeners' "gain 1 stress token" and Kanan Jarrus' "remove 1 stress token." The player who controls both effects determines the order they enter the queue, and then the abilities resolve in that order. If a player wants the ship to gain and then remove a stress token, Inertial Dampeners' ability should be placed into the queue before Kanan's ability.

Q: Dalan Oberos [M12-L Kimogila]'s pilot ability reads "At the start of the Engagement Phase, you may choose 1 shielded enemy ship in your bullseye arc and spend 1 charge. If you do, that ship loses 1 shield and you recover 1 shield." Must both "that ship loses 1 shield" and "you recover 1 shield" be able to resolve for either to resolve?

A: Yes. "That ship loses 1 shield and you recover 1 shield" is a single effect, and so both parts must be able to resolve for either to occur.

Q: Do Paige Tico [👤] and "Deathfire" [TIE Bomber]'s abilities supersede the "one device per round" limitation?

A: Yes. These abilities allow one ship to drop a second device in the same round (at the relevant timing windows), as they do not include the "if you have not dropped or launched a device this round" limitation (as included on Edon Kappehl).

Q: If an effect says that a ship "loses a shield" (or "loses shields"), has that ship suffered damage?

A: No. While suffering damage does cause a ship to lose shields (if applicable), if an effect causes a ship to lose one or more shields directly, it has not suffered damage.

Q: How is Han Solo [Rebel, Modified YT-1300]'s ability categorized? Is it a dice modification? Is it a reroll? What is its timing window?

A: Han Solo's ability is treated as a dice modification effect that is not a reroll. Because it is a dice modification effect, when attacking or defending, it triggers during the Modify Dice step. Note, however, that it can also affect other die rolls, such as the roll to determine if a ship suffers damage from overlapping or moving through an asteroid.

Q: How does Han Solo [Rebel, Modified YT-1300]'s ability interact with C-3PO [Rebel, Crew]?

A: The "if you do and you roll exactly that many evade results..." portion of C-3PO's ability triggers occurs after the dice are rolled, before the Modify Dice step. Thus, Han Solo's effect occurs after C-3PO's effect has been resolved. If using Han Solo after using C-3PO, the added die must be rerolled.

Q: How does Han Solo [Rebel, Modified YT-1300]'s ability interact with "Midnight" [TIE/fo Fighter]?

A: "Midnight" prevents dice modification. Because Han Solo's ability is a dice modification effect, "Midnight" prevents it from being used.

Q: If a ship executes a stationary maneuver in arc at range 2 of an enemy ship with Snap Shot equipped (or in the bullseye arc of an enemy ship with Foresight equipped), can the ship with Snap Shot (or Foresight) perform the bonus attack?

A: Yes.

Q: While "Scourge" Skutu performs an attack using Snap Shot, if the defender is in "Scourge" Skutu's bullseye arc, does "Scourge" Skutu add an additional attack die?

A: Yes.

Q: If a ship with the Fine-Tuned Controls ship ability (or another ability that triggers "after you execute/fully execute a maneuver") fully executes a maneuver in arc at range 2 of a ship equipped with Snap Shot, how is this resolved?

A: This is resolved one of several ways depending on which player is first player.

In all cases, both abilities ("After you fully execute a maneuver, you may spend 1 force charge to perform a boost or barrel roll action" and "After an enemy ship executes a maneuver, you may perform this attack against it as a bonus attack") are added to the ability queue.

If the first player controls the ship with Fine-Tune Controls, that player resolves this ability before Snap Shot is resolved. If, after performing a boost or barrel roll, the ship with Fine-Tuned Controls is no longer in range or arc to be chosen as a target for Snap Shot, Snap Shot cannot be resolved and is removed from the queue.

If the second player controls the ship with Fine-Tuned Controls, their opponent resolves Snap Shot first.

Q: How do abilities that alter the speed, difficulty, and/or bearing of a maneuver that a ship reveals during its Reveal Dial step and executes during its Execute Maneuver step resolve? For example, if Hera Syndulla [Attack Shuttle] is equipped with R4 Astromech and Seasoned Navigator, and also has the Damaged Engine Damage Card, what happens?

A: R4 Astromech and Damaged Engine (and other effects that alter the difficulty of a maneuver, such as Nien Nunb [👤], L3-37's Programming, and Leia Organa [Rebel and Resistance 🧑]) apply only during the Execute Maneuver step, for effects that trigger "before a ship executes a maneuver" (e.g. BB Astromech), and for effects that trigger "after that ship executes a maneuver" (e.g. Elusive).

After Hera's dial is revealed, Hera's player may add Hera's pilot ability and Seasoned Navigator's ability to the ability queue in either order. Both abilities resolve, and if Seasoned Navigator's ability is resolved, the difficulty of the maneuver is increased during the Execute Maneuver step (i.e. the difficulty has not yet been increased when Hera's pilot ability is resolved).

Then, during the Execute Maneuver step, all abilities that alter the difficulty of the maneuver are cumulative as normal.

Note that abilities that alter a maneuver without causing the ship to select a new maneuver on its dial do not affect the ship's "revealed maneuver" as referenced by abilities such as Ric Olié's pilot ability.

Q: After a *Nantex*-class starfighter executes its maneuver, if it uses its Pinpoint Tractor Array ship ability to assign a tractor token to itself so that it can rotate its turret arc, and then it barrel rolls itself over a debris field as a result of becoming tractored, giving it a stress token, how does this resolve?

A: After a *Nantex*-class starfighter executes its maneuver, it has the option to add an ability in the queue with the effect of "gain 1 tractor token to perform a 🔄 action."

When this ability resolves, the *Nantex*-class starfighter pays the cost ("gain 1 tractor token") to resolve this effect. The *Nantex*-class starfighter gains 1 tractor token, then performs the rotate action. Note that it does not resolve the game effect of becoming tractored (which triggers after the first time a ship becomes tractored each round) until after it fully resolves the ability by completing the rotate action.

Once the ability is fully resolved, the game effect that triggers after a ship becomes tractored is applied to the *Nantex*-class starfighter (before any other abilities on the queue are resolved), prompting the *Nantex*-class starfighter's player to move it, if they desire.

Finally, any other abilities on the queue are then resolved in order.

Q: Can Snap Shot or Foresight be chosen as a special weapon to be used for a ship's attack during the Engagement Phase?

A: Yes. The phrase "after an enemy ship executes a maneuver, you may perform this attack against it as a bonus attack" allows the attack to be used as a bonus attack under the specified circumstances, but does not disqualify it from being used during the Engagement Phase.

Q: Do abilities that reference upgrades of a specific type (such as Captain Jonus' pilot ability) affect upgrades with multiple types including that type?

A: Yes. For example, Captain Jonus' pilot ability can be used with a friendly ship's Barrage Rockets (🔫🔫), and Paige Tico (👩) has the ability to be used with Electro-Proton Bomb (💣💣). Each of these upgrades has the qualifying type (🔫 for Barrage Rockets and 💣 for Electro-Proton Bomb) in addition to its other type.

Note that the Weapon Hardpoint ability does not behave this way, as it grants a special upgrade slot.

Q: When searching for a damage card with Kaz's Fireball (🔥), must you show that card to your opponent?

A: No. You are not required to show the card to your opponent.

Q: Can a Fireball use its Explosion with Wings ship ability without any facedown damage card to pay the cost of "exposing 1 damage card" to resolve the effect of "remov[ing] 1 disarm token"?

A: No. As exposing a damage card is a cost for removing the disarm token, if the cost cannot be paid, the effect cannot be resolved.

Q: If "Rush" becomes damaged during the Engagement Phase before the initiative 2 step, causing its initiative to become "6", what happens?

A: "Rush" engages at the current initiative step, after all other ships at that step have engaged.

Q: Does the Mining Guild TIE's Notched Stabilizers ship ability allow it to barrel roll through or onto asteroids?

A: Yes.

Q: When an effect such as Hondo Ohnaka (👤) coordinates an enemy ship, who chooses the action that ship performs?

A: The controller of the coordinated ship chooses the action.

Q: When does Count Dooku (👤)'s ability take effect?

A: Count Dooku's ability takes effect after the dice are rolled (before the Modify Dice step).

Q: What happens when two players use Count Dooku (👤) on the same dice roll?

A: The first player's Count Dooku takes effect: if the roll does not contain the result the first player named, the ship's controlling player must choose one result and change it to the named result.

Then the second player's Count Dooku takes effect: if the roll does not contain the result the second player named, the ship's controlling player must choose one result and change it to the named result.

This can potentially mean that the same die is modified twice this way.

Q: At what step of Setup does the Explosion with Wings (Fireball) occur?

A: During **Step 6: Prepare Other Components**, after the damage deck has been shuffled.

Q: How does Chewbacca (Resistance, 🐼) interact with the Explosion with Wings ship ability?

A: Chewbacca (Resistance, 🐼)'s **SETUP:** Lose 1 🐼 ability occurs after the ship equipped with Chewbacca is placed during **Step 5: Place Forces**.

Explosion with Wings causes a ship to be dealt a damage card during **Step 6: Prepare Other Components**.

However, triggered abilities that do not have the **"SETUP:"** header or explicitly mention a timing during Setup do not trigger during Setup. Thus, the second ability in Chewbacca's text ("After a friendly ship at range 0-3 is dealt 1 damage card, recover 1 🐼", which does not mention setup nor have the header, does not trigger from "Explosion with Wings."

Q: Can "Holo" (TIE/ba Interceptor)'s ship ability transfer a red lock token that has been assigned to "Holo" to a friendly ship?

A: Yes. That red token is included under "your tokens," so Holo can transfer it.

Q: Can "Holo" (TIE/ba Interceptor)'s ship ability transfer a red lock token that has been assigned to another ship by "Holo" to a friendly ship?

A: No. "Holo" (TIE/ba Interceptor)'s lock is a red token assigned to another ship. It is not considered "your token" for the purposes of that ability (or other abilities that refer to "your token"). However, it is "Holo" (TIE/ba Interceptor)'s lock, and is considered "your lock" for the purposes of any abilities that refer to "your lock."

Q: What does "closest valid attack range" as mentioned on Automated Target Priority mean exactly?

The "closest valid attack range" is the closest attack range for a given attack that has one or more potential valid defenders. A valid defender is a ship at the proper attack range in arc that meets the requirements for the chosen attack (such as **ATTACK** [🔫]).

For example, consider a TIE/sf fighter equipped with Concussion Missiles that has one enemy ship outside its 🎯 at range 0, one enemy ship outside its 🎯 at range 1, two enemy ships in its 🎯 at range 2, and one enemy ship in its 🎯 at range 3 (on which it has a lock). Its 🎯 is in its 🎯.

The TIE/sf fighter measures range (determining the above information) and chooses a weapon as normal.

If it chooses its **primary weapon**, it determines the closest valid attack range as follows:

Range 0: The enemy ship outside its 🎯 at attack range 0 is not in arc, so it cannot be selected. As there are no potential valid defenders at range 0, range 0 is not a valid attack range.

Range 1: The enemy ship outside its 🎯 at attack range 1 is not in arc, so it cannot be selected. As there are no potential valid defenders at range 1, range 1 is not a valid attack range.



Range 2: There are 2 enemy ships in its 🎯 at range 2. The attack does not have any special requirements. Thus, range 2 is a valid attack range. The attacking player can choose either of these two ships as the defender, regardless of which one is physically closer.


Range 3: There was at least one valid target at range 2, so range 3 cannot be the closest valid attack range. It cannot choose the ship in its 🎯 at range 3.

It chooses its **Concussion Missiles**, it determines the closest valid attack range as follows:


Range 0: Range 0 is not a valid attack range for Concussion Missiles, so the enemy ship in its 🎯 at range 0 cannot be selected.

Range 1: Range 1 is not a valid attack range for Concussion Missiles. Even if the enemy ship at range 1 was in arc, could not be selected.

Range 2: There are 2 enemy ships in its  at range 2. However, Concussion Missiles has a special requirement of **Attack** () and the attacker does not have a lock on either ship at range 2. Thus, range 2 is not a valid attack range for Concussion Missiles.

Range 3: There is an enemy ship in the attacker's  at range 3, on which the attacker has a lock. Thus, attack range 3 is a valid attack range, and the ship at range 3 can be selected as the defender.

Note that if the TIE/sf had two locks, one on the ship at range 2 and the other on the ship at range 3, Range 2 would be the closest valid attack range and thus it would be required to choose the ship on which it had a lock at Range 2.

Q: After an enemy ship executes a maneuver, if it is in multiple friendly ships' bullseye arcs, how many times can Kalani () be triggered?

A: One time.

Q: Do effects that apply "while you perform an attack" (such as Fire-Control System) remain in effect during the Aftermath step of the attack?

A: No. The Aftermath step occurs after every attack, but it is not part of the attack.


Note that this means that a bonus attack performed during the Aftermath step is not subject to any "while you perform an attack" effects from the original attack.


Q: When a ship is instructed to gain two or more tokens from a single effect (such as Admiral Sloane), does this resolve as a single instance of gaining two or more tokens or as two or more separate instances of gaining one token?


A: It resolves as a single instance of gaining two or more tokens. Thus, if a ship is instructed to gain two or more tokens from a single effect like Admiral Sloane, this only triggers abilities that occur "after you gain a token" once.


Q: Can Major Rhymer perform a  or  attack at attack range 0?


A: Yes.


Q: If a ship equipped with Thermal Detonators () chooses to drop two Thermal Detonators, does this count as one or two instances of dropping devices?

A: Unlike Cluster Mines () , Thermal Detonators are dropped one at a time, and each Thermal Detonator dropped counts as a single instance of dropping a device. This means that:

- After Paige Tico (MG-100 Starfortress) drops each Thermal Detonator, she may spend 1  to drop one additional Thermal Detonator. As she has only one charge, this normally means she can drop a maximum of 3 Thermal Detonators.





- After a ship with Paige Tico () is destroyed, that ship may drop one Thermal Detonator.

- Abilities that trigger after dropping a device trigger after each Thermal Detonator is dropped. In terms of sequence, the first Thermal Detonator is dropped, any abilities that trigger from this (such as Deathrain [TIE/ ca Punisher] or Delayed Fuses ()) are added to the queue and resolve, and then the second Thermal Detonator is dropped, and any abilities that trigger from this are added to the queue and resolved.

- Trajectory Simulator () can be used for up to one Thermal Detonator, but as the two devices must be dropped (or launched) with different templates, both cannot be launched this way.

Q: Are left bank (or turn) and right bank (or turn) templates of the same speed considered different templates?

A: Yes. Even though these templates are resolved with the same physical tool, they are considered different templates.

For example, the [3 ] and [3 ], which use the same physical tool, flipped over), they are considered different templates. Thus, if an effect requires you to choose "two different templates," you may select the [3 ] template and the [3 ] template.

Q: What is a structure as mentioned on Marg-Sabl Closure ()?

A: A structure is a... wait a second, I can't tell you that yet! You'll have to wait and see.

RULES REFERENCE UPDATE

VERSION 1.4

ELECTRO-CHAFF CLOUD

- See [Obstacles](#).

LIMITED 2 (••) AND 3 (•••)

As explained in the Core Rulebook, limited cards are marked with a number of bullets ("•") equal to their limited value before their name. The core set contains numerous cards which are marked with a single bullet ("•") that denotes them as limited 1.


If a card has two bullets ("••") before its name, it is limited 2, and a player cannot field more than two cards with this name; if a card has three bullets ("•••"), it is limited 3, and a player cannot field more than three cards with this name, and so forth.

MINIATURES

Each player must have the miniatures for each ship in their squad. Players are allowed to customize their miniatures as they like but must follow these guidelines:

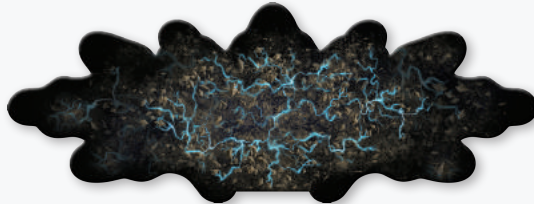
- The miniature must be made from a majority of miniature parts from the **Star Wars: X-Wing** miniatures line.
- The miniature must be easily identifiable as the ship it represents
- Players may not customize a miniature in such a way that any part of the miniature represents the intellectual property of any party except Lucasfilm, including: copyrighted logos, symbols, iconic elements, or other iconography.
- The size or pose of a customized miniature cannot interfere with gameplay.
- Where possible, miniatures must always be attached to a **Star Wars: X-Wing** base that is the appropriate size and shape of the original miniature. If two or more miniatures in play could potentially touch, causing conflict with movement or placement of ships, players may remove the miniature from its plastic pegs until the conflict is resolved.
- Players cannot modify ship bases to alter their size or shape.
- Ship pegs (including the connecting pegs affixed to ship miniatures) may be modified or replaced with a different connecting method.
- Each ship card has a ship type centered at the bottom of the card. Players may use any **Star Wars: X-Wing** miniature that represents the same ship model as the pilot in their squadron, so long as it is easily recognizable as the ship it represents and has the appropriate ship token fitted in the ship's base. Example: The Customized YT-1300 Light Freighter miniature may be used to represent a Scavenged YT-1300 if the Escape Craft piece is removed and an appropriate ship token is fitted to the ship's base.

PURPLE ACTIONS

As a cost to perform a purple action, the ship performing the action must spend 1 .

Electro-Chaff Cloud

An electro-chaff cloud is a [device](#) and an obstacle.




During the End Phase, remove each electro-chaff cloud with no fuse markers, then remove one fuse marker from each electro-chaff cloud. An electro-chaff cloud can never have more than one fuse token.


Tracking Torpedoes








System Phase: At this remote's initiative, its controlling player relocates this remote forward using the [3 ↗], [3 ↘], or [4 ↗] template.

Activation Phase: No effect.

Engagement Phase: At this remote's initiative, if an object on which it has a lock is in its  at range 0–1, this remote detonates.

End Phase: During the End Phase, if this remote does not have a lock on any object, this remote **must** acquire a lock on an object in its  at range 1–3, if able.

Other Rules: After this remote is destroyed, roll 1 attack die. On a  or  result, this remote detonates.

When this remote detonates, each ship, remote, and structure at range 0 or in its  at range 1 rolls 4 attack dice and suffers 1 damage for each matching  and  result.

SQUAD BUILDING APPENDIX

VERSION 1.4

SQUAD BUILDING

Each player builds a squad by choosing ships whose total squad point cost does not exceed the total defined by the game mode. The squad point total for a standard game is 20 points, with a limitation of three to eight ships.

Each ship in a player's squad can be equipped with a number of upgrades, based on the ship's loadout value. Players build a squad using ship cards, upgrade cards, and the following rules and restrictions.

FACTION

Nearly all game modes limit ships to a specific faction. All ship cards must be from a single faction.

LIMITED AND SOLITARY CARDS

A squad's cards are restricted by the rules of limited cards and solitary cards.

BAN LIST

The Ban List is a list of ships and upgrades that are not legal for Standard play.

Ships on the Ban List cannot be include in squads in Standard play. Upgrades on the Ban List cannot be added to ships in Standard play.

- *Standard loadouts cannot have upgrades added to them, but may include upgrades from the Ban List in their loadout. A standard loadout is only banned if it appears in the list of banned ships.*

RESTRICTED LIST

The Restricted List is a list of ships and upgrades that are legal for standard play, with limitations.

During squad building, a total of four ships and upgrades from the Restricted List can be included in a squad. This could be up to four copies of one upgrade or ship or a mix of up to four selections from among all the ships and upgrades on the Restricted List.

SQUAD POINTS

Each ship card has a squad point cost associated with it. This value is used during squad building to build lists that are legal for different game modes. A list of all ship card squad point costs is available at www.atomicmassgames.com/xwing-documents.

LOADOUT VALUE

Each ship has a loadout value that determines how many upgrade cards it can equip. This value is used during squad building to build lists that are legal for different game modes. A ship cannot equip more upgrades than its loadout value. A list of all ships' loadout values is available at www.atomicmassgames.com/xwing-documents.

BUILDER KEYWORDS

Some ships have builder keywords. These keywords are required to equip certain upgrades. A list of all ships' builder keywords is available at www.atomicmassgames.com/xwing-documents.

UPGRADES

- Each ship has an upgrade bar, which is a list of upgrade icons that limit the types of upgrades the ship can equip. A list of all ships' upgrade bars is available at www.atomicmassgames.com/xwing-documents.
- Each upgrade card has a cost. The combined cost of all upgrades equipped on a ship cannot exceed that ship's loadout value.
- A ship cannot equip more than one copy of an upgrade card with the same name.
- Some upgrade cards have restrictions listed in their restriction field. These restrictions can refer to faction, ship size, ship types, and builder keywords. Only ships that match the restrictions of an upgrade can equip it.

LOADOUT POINTS

Each upgrade card has a loadout point cost associated with it. This value is used during squad building to build lists that are legal for different game modes. A list of all upgrade card loadout point costs is available at www.atomicmassgames.com/xwing-documents.

The rules for Huge Ships have not been updated alongside the core rules. They will be updated in the future.

APPENDIX: HUGE SHIPS

Huge ships function similarly to standard ships, and obey the rules in the glossary except as noted in this appendix. There are also several example diagrams for huge ship movement and turret arc placement at the end of this section.

ATTACKS

During the Engagement Phase, each huge ship may perform multiple attacks.

STANDARD ATTACK

During its engagement, a huge ship may perform one standard attack which is either a primary attack or special attack with an **"ATTACK:"** header. This is resolved in the same manner as a standard ship (see Attack).

BONUS ATTACKS

When an attack granted by a special weapon has the **"BONUS ATTACK:"** header, a huge ship equipped with that upgrade may perform the listed bonus attack while it engages, before or after its standard attack. Additionally:

- A huge ship may perform any number of bonus attacks each round.
- A huge ship can use each **"BONUS ATTACK:"** header only once per round.
- If an effect grants a huge ship a bonus attack that is a primary attack or a special attack with an **"ATTACK:"** header, it can perform only one bonus attack using that primary attack or **"ATTACK:"** header per round.

FIRING ARCS

Huge ships have standard firing arcs as denoted on their ship cards. By default, their primary attacks can be made at range 1–3.

ATTACK RANGE 4–5

Unlike standard ships, huge ships can sometimes perform attacks at range 4–5. Some special weapons and abilities can extend a huge ship's firing arcs to range 4 or 5 while a weapon with that range requirement occupies that arc or that ability is active.

If a ship's front arc (☉) or full front arc (☉) extends to range 4 or 5, its bullseye arc (☉) also extends to range 4 or 5.

DEFENDING AT RANGE 4–5

While a ship defends, if the attack is range 4–5, and the attack does not have the ordnance icon, the defender rolls two additional defense dice. Reinforce tokens can be used by defenders at attack range 4–5, even if a ship's ☉ or ☉ normally does not extend to range 4–5.

DAMAGE CARDS

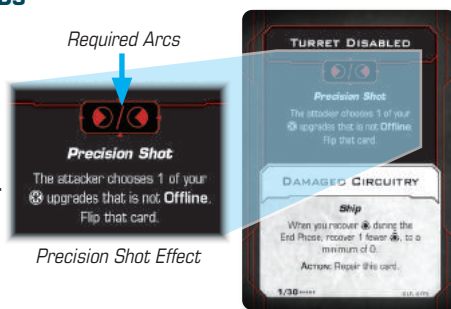
Huge ships use the huge ship damage deck instead of the standard damage deck. Each side should use its own huge ship damage deck. The rules for the huge ship damage deck are described below.

FACEDOWN DAMAGE CARDS

If a huge ship has suffered more than four facedown damage cards, it is suggested that players arrange the ship's damage cards in groups of five. This makes it easier to count and track damage during a game.

FACEUP DAMAGE CARDS

Each card in the huge ship damage deck has two effects: a primary effect (on the bottom), which functions like the effect of any other faceup damage card, and a **PRECISION SHOT** effect (on the top), which is an additional effect that attackers can apply when firing from certain angles.

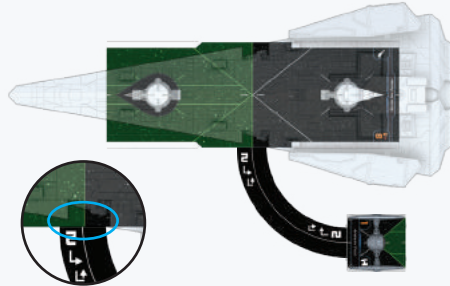


Huge Ship Damage Card

While a huge ship defends, if it is dealt a faceup damage card, resolve the precision shot effect only if the attacker is in the specified arc of the defending huge ship: side arc, full front arc, full rear arc, or bullseye arc. Note that precision shot effects trigger only if a huge ship is defending.

After resolving the precision shot effect (if applicable), apply the primary effect of the faceup damage card. Slide the card underneath the ship card or its other faceup damage cards such that only the primary effect is visible.

Deploying from a Huge Ship



A player can deploy docked ships from the sides of a huge ship in addition to the front and rear guides. Simply align the line that runs down the center of the template with the center line of the huge ship's token, and then execute the maneuver as normal.

DOCKING WITH HUGE SHIPS

Some upgrades allow standard ships to dock with huge ships. While a docked ship deploys, it may execute its maneuver from the front or rear guides, or by aligning the center of its maneuver template to the huge ship's center line.

During the System Phase, any number of ships docked to a huge ship may deploy from it. If a ship cannot be placed while being deployed, it is destroyed.

During the System Phase, one or more standard ships may dock with a huge ship carrier at range 0–1.

ENERGY (☉)

ENERGY (☉) is a type of charge that follows all the standard rules for charges (see Charge). Additionally:

- If an upgrade card has an energy capacity, this increases the energy capacity of the ship. The ☉ are placed above the ship card it is attached to (not the upgrade card).
- ◊ During the End Phase, each ship with an energy capacity recovers only a number of ☉ equal to the recurring charge symbols on its ship card, regardless of the number of recurring charge symbols that appear on its upgrade cards.
- ◊ If an upgrade card instructs the ship to spend ☉, those ☉ are spent from the ship card.

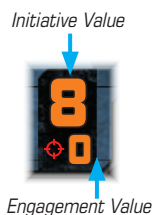
ENGAGEMENT VALUE

Each huge ship has an **ENGAGEMENT VALUE**, a second orange number printed beneath its initiative value. During the Activation Phase, a huge ship activates according to its initiative value, like normal. However, a huge ship engages during the Engagement Phase at the initiative of its engagement value instead.

A huge ship's initiative cannot be altered, and it cannot be caused to engage at an initiative step other than its engagement value.

ION

A huge ship is **IONIZED** while it has six or more ion tokens. Otherwise, an ionized huge ship behaves in the same manner as an ionized standard ship (see Ion).



MOVEMENT

Huge ships are limited to straight [↑], bank [↖ or ↗], and stop [■] maneuvers. To execute these maneuvers, huge ships use the huge ship maneuver tool.

STRAIGHT [↑] MANEUVERS

The straight edge of the huge ship maneuver tool is used for executing straight maneuvers. This edge has six lines that players use to execute straight maneuvers at various speeds.

To execute a straight maneuver, a player follows these steps:

1. **Align Tool:** The player places the straight edge of the maneuver tool against one of the long edges of the huge ship's base. Then the player aligns the speed 0 line of the tool to the huge ship's center line.
2. **Move Ship:** The player moves the huge ship along the tool until the ship's center line is aligned with the speed that corresponds to the maneuver's speed. Then the player returns the tool to the supply and the maneuver is complete.

When executing a straight maneuver, the base of the huge ship might overlap another ship or obstacle (see [Overlapping Objects](#)).

BANK MANEUVERS [↖ AND ↗]

The hook and jagged edge of the maneuver tool are used for executing bank maneuvers. This edge has four lines, which players use to execute bank maneuvers at various speeds. See [Example of a \[2 ↗\] Maneuver](#) for a full visual.

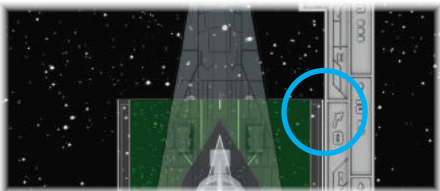
To execute a bank [↖ or ↗] maneuver, a player follows these steps:

1. **Position Tool:** The player positions the maneuver tool by sliding the tool's hook underneath the opening of the huge ship's base so it fits into the base's left groove (for a ↖) or right groove (for a ↗). Both the hook and the hook's edge should be flush against the huge ship's base.
2. **Place Huge Ship:** The player places the huge ship so the front right corner of its base (for a ↗) or front left corner of its base (for a ↖) is pressed into the corner of the maneuver tool that corresponds to the speed of the bank maneuver (shown below).



Final position for a [2 ↗] maneuver

When executing a speed 0 bank, the player aligns the front edge of the ship's base with the speed 0 line on the tool (shown below).



Final position for a [0 ↗] maneuver

When executing a bank maneuver, the base of the huge ship might overlap another ship or obstacle (see [Overlapping Objects](#)).

STATIONARY MANEUVER [■]

A huge ship executes a stationary maneuver [O ■] following the stationary maneuver rules for standard ships.

"MOVE" AND "ROTATE" EFFECTS

If another card's effect instructs a huge ship to move or rotate its base a number of degrees, it does not move or rotate its base. Such effects include:

- Barrel Roll
- Boost
- Cloak/Decloak
- SLAM
- Any effect that calls for a base rotation (e.g. "rotate your base 90°" or "rotate your base 180°") to occur.

OVERLAPPING OBJECTS

Huge ships have additional rules for overlapping objects that they use in place of the rules used by standard ships.

OVERLAPPING OBSTACLES

After a huge ship overlaps an obstacle, the obstacle is removed from the play area. Then the huge ship suffers an effect according to the type of obstacle it overlapped, as follows:

- **Asteroid or Debris Field:** The huge ship suffers one ✱ damage and gains one stress token.
- **Gas Cloud:** The huge ship gains one jam token.

Then the huge ship continues to resolve its activation. It does not skip its Perform Action step.

OVERLAPPING HUGE SHIPS

During the Activation Phase, if a huge ship overlaps another huge ship, it executes a maneuver that is one speed lower than what was revealed on its dial. The huge ship repeats this process until it does not overlap another huge ship (executing a stationary maneuver [■] if it was executing a speed 0 bank). See [Example of Overlapping a Huge Ship](#).

Then the ship that executed the maneuver and each huge ship that it overlapped suffers ✱ damage equal to the speed of the maneuver on the overlapping ship's dial.

If a standard ship (a small, medium, or large ship) overlaps a huge ship, it resolves the overlap using the same rules used for overlapping a standard ship.

OVERLAPPING STANDARD SHIPS

After a huge ship overlaps a standard ship, the standard ship suffers ✱ damage equal to the speed of the huge ship's revealed maneuver. Then, the standard ship is picked up and set aside until the huge ship completes its maneuver. See [Example of Overlapping a Standard Ship](#).

After the huge ship completes its maneuver, each standard ship that was picked up is placed in the huge ship's full rear arc (●) at range 0–1. Starting with the first player, players take turns placing any of their standard ships that were picked up. Any standard ship that cannot be placed is destroyed. After a player places their ship, they must choose an opponent, who may rotate the ship 90° to the left or right using the position marker from the core set.

After all ships are placed, the huge ship rolls one attack die for each small ship it overlapped, two for each medium ship, and three for each large ship; for each ✱ result, the huge ship gains one stress token, and for each ✱ result the huge ship suffers one ✱ damage.

OBSTRUCTION BY HUGE SHIPS

While a huge ship obstructs an attack, the defender rolls one additional defense die.

PRECISION SHOT

See [Damage Cards](#).

RED MANEUVERS

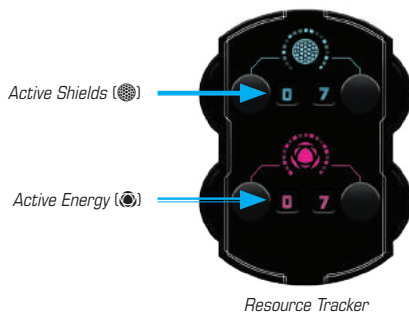
While a huge ship executes a red maneuver:

- If it has one or more active energy (⚡), it loses one ⚡ instead of gaining one stress during the Check Difficulty step.
- If it has zero ⚡ and is not stressed, it gains one stress token during the Check Difficulty step.
- If it has zero ⚡ and is stressed, it executes a white [2 ↑] maneuver instead of the maneuver on its dial.

RESOURCE TRACKERS

Huge ships use resource trackers to note their current active energy (⚡) and active shields (🛡️). To use a resource tracker:

- When a huge ship loses 🛡️ or ⚡, reduce the relevant tracker by that amount.
- When a huge ship recovers ⚡ or 🛡️, increase the relevant tracker by that amount, to a maximum of its energy or shield value, respectively.



SETUP

Players set up a game with huge ships using the same steps used for a standard game of *X-Wing*, with the following additions:

Gather Forces: Set each huge ship's resource tracker so its shield and energy values match those shown at the bottom of its ship card. Place any turret arc indicators and their associated markers (see [Turret Arc Indicators](#)).

Place Forces: Place huge ships before all other ships. If there are multiple huge ships, they are placed in descending order according to their initiative value.

Like a large ship, a huge ship's base may extend outside of its side's setup area as long as it fills the length of that area. It cannot be placed with any portion of its base outside the play area.

Prepare Other Components: Players shuffle the huge ship damage deck and place it facedown outside the play area. If the players have more than one huge ship damage deck, each player uses their own deck. Additionally, players place the huge ship maneuver tool outside the play area.

STRESS

After a huge ship gains a stress token, it must spend one ⚡ to remove a stress token, if able. After a huge ship recovers ⚡, it must spend one ⚡ for each stress token it has. Then it removes one stress token for each ⚡ it spent this way.

Otherwise, a huge ship interacts with stress tokens in the same manner as a standard ship (see [Stress](#)).

TRACTOR

A huge ship is **TRACTORED** while it has six or more tractor tokens. After a huge ship becomes tractored, it is not moved as a standard ship would be.

Otherwise, a huge ship interacts with tractor tokens in the same manner as a standard ship (see [Tractor](#)).

TURRET ARC INDICATORS

A huge ship can have up to two turret arc indicators if it equips two upgrades that grant it a ⬤ or ⬤ arc indicator.

If a huge ship has two upgrades that grant it a turret arc, place one turret arc indicator on one mount and a different colored turret arc indicator on the other mount. Then place the position marker that matches the color and type of indicator on the upgrade card that grants the ⬤ or ⬤. See [Example of Tracking ⬤ on a Huge Ship](#).



Each indicator is associated with the upgrade that has the matching position marker. Since the indicators correspond to different weapons, each indicator can be pointed at different arcs or at the same arc. Regardless of whether a turret arc indicator is on the front or rear mount, its firing arcs are always measured from the center of the ship, not from the mount. Additionally, regardless of which mount they are on, both indicators behave similarly and occupy the arc they are pointing toward: ⬤, ⬤, ⬤, or ⬤. See [Example of a Huge Ship with Multiple ⬤](#).

When a huge ship is instructed to rotate its turret arc indicator—such as via the rotate ⬤ action—it can rotate either or both of its turret arc indicators.

HUGE SHIP EXAMPLES

This section contains diagrams for huge ships.

EXAMPLE OF A [2 ↑] MANEUVER

This example shows how a huge ship executes a bank maneuver.

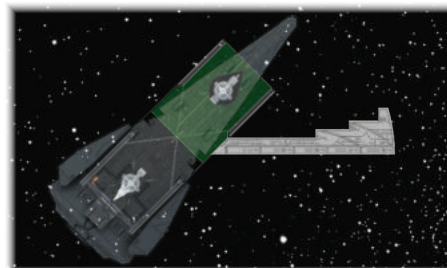


Fig. 1a: Position tool (before)

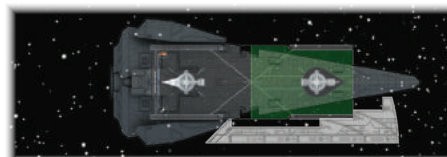


Fig. 1b: Place ship (after)

EXAMPLE OF OVERLAPPING A HUGE SHIP

This example shows how a huge ship overlap of another huge ship is resolved.

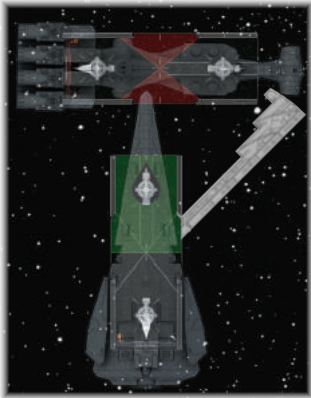


Fig. 2a: The Raider-class corvette is attempting to execute a [2 ⚡] maneuver.



Fig. 2b: The Raider-class corvette would overlap the CR90 corvette.



Fig. 2c: To resolve this, the Raider instead executes a [1 ⚡] maneuver, since it is a speed 1 lower maneuver that does not cause it to overlap the CR90.

EXAMPLE OF OVERLAPPING A STANDARD SHIP

This example shows how a huge ship overlap of a standard ship is resolved.

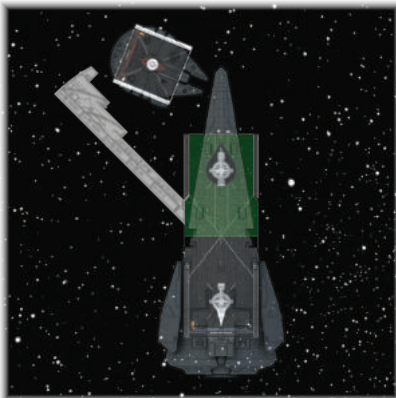


Fig. 3a: The Raider-class corvette would overlap the YT-1300.

To resolve this, the YT-1300's player picks it up and sets it aside.

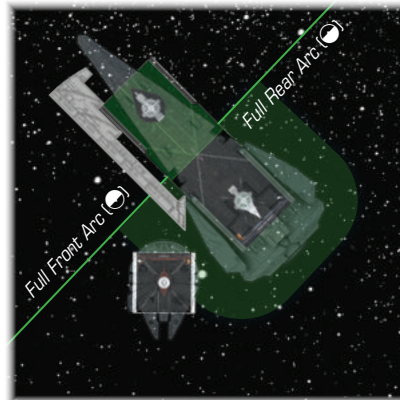


Fig. 3b: After the Raider moves, the YT-1300's player places it in the Raider's full rear arc (●) at range 0-1. Then a chosen opponent may rotate the YT-1300 by 90°.

EXAMPLE OF TRACKING ⚡ ON A HUGE SHIP

This CR90 has a Point-Defense Battery (●) equipped, so a ⚡ turret arc indicator needs to be placed on a mount. A black indicator is selected and placed on the front mount.



Since the black ⚡ was used on the front mount, the corresponding black ⚡ mount marker is placed on the Point-Defense Battery upgrade card.



This CR90 also has a Turbolaser Battery (●) equipped. Since a black turret arc indicator was used on the front mount, the white ⚡ is used for the rear mount.

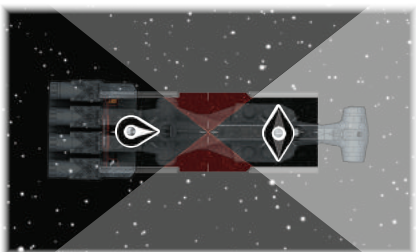


Additionally, the corresponding white ⚡ mount marker is placed on the Turbolaser Battery upgrade card.

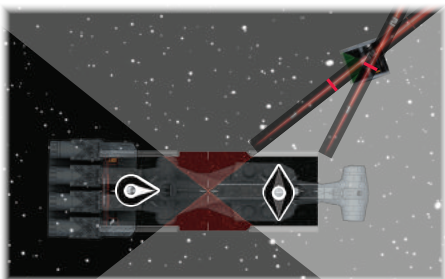


EXAMPLE OF A HUGE SHIP WITH MULTIPLE

This CR90 has a Point-Defense Battery [PDB] and a Turbolaser Battery [TLB] equipped. The Point-Defense Battery's black turret arc indicator was placed on the front mount and the Turbolaser Battery's white turret arc indicator was placed on the rear mount.



The Point-Defense Battery can attack from the CR90's front and rear. The Turbolaser Battery can attack from the CR90's rear.



If the CR90 tried to attack this TIE fighter, the attack range for the Turbolaser Battery would be range 1, which is too close, but the range for both the Point-Defense Battery and its primary weapon is range 2.

HUGE SHIP FAQ

This section contains frequently asked questions and their answers.

ATTACKS

Q: If a C-ROC Cruiser is equipped with IG-88D, Corsair Refit, and Heavy Laser Cannon and a friendly IG-88B is in play, how many times can the C-ROC fire its Heavy Laser Cannon per round?

A: Per Attacks on page 35, a huge ship can choose a special attack (such as the one on Heavy Laser Cannon) for the attack it performs when it engages. Per the same page, it can perform up to 1 bonus attack granted to it for a given special attack with an "ATTACK:" header per round.

Therefore, the answer is "two times," but there are several ways this can occur. The C-ROC chooses to perform its standard attack using Heavy Laser Cannon, and also does one of the following:

- The C-ROC performs an attack that misses and uses IG-88D and IG-88B's abilities to perform a bonus attack with its Heavy Laser Cannon.
- The C-ROC spends 1 and uses Corsair Refit to perform a bonus attack using Heavy Laser Cannon.

Note that the same applies to special attacks that generate their own bonus attacks, like Cluster Missiles—in that case, the C-ROC could choose Cluster Missiles for its standard attack and then fire one subsequent bonus attack using Cluster Missiles if there was an eligible target, or it could choose it for its attack when it engages and also use Corsair Refit and spend 1 to fire Cluster Missiles for a bonus attack against any ship in range and arc, but it cannot do both during the same round.

Q: How many times per round can a ship use Corsair Refit to make a bonus attack if it has a , , and upgrade equipped?

A: Once. While it can fire one of these weapons with its standard attack and another with a bonus attack (or fire one weapon twice this way, as described in the example above), it can only use the "BONUS ATTACK:" header on Corsair Refit once per round.

Q: Can a CR-90 Corvette with Han Solo perform an attack at Initiative 7?

A: Yes. While huge ships are unable to engage at initiative steps other than the one defined by their engagement value, they are capable of making attacks at other initiative steps if instructed by a card like Han Solo.

Q: After performing an attack with Targeting Battery against a defender at range 4-5, can the attacker acquire a lock on that defender?

A: If Targeting Battery is the only card at play, no. Targeting Battery does not read "ignoring range restrictions," therefore the ship must obey the normal range restrictions for acquiring locks.

However, there are a number of ways huge ships can circumvent this limitation. The CR-90's Broadside Battery ship ability allows it to acquire locks at range 4, and the Boosted Scanners upgrade allows a ship to spend energy increase the range at which it can lock, letting it acquire the lock from Targeting Battery at range 4 or 5.

MOVEMENT

Q: While a huge ship moves, if the huge ship movement tool overlaps an object (such as a ship or obstacle) but the huge ship's base does not, did the huge ship "move through" that object?

A: No. The huge ship movement tool is distinct from a maneuver template, and uses its own rules described in this section.

In fact, huge ships never interact with the rules for "moving through" objects, as they move with their maneuver tool and not a maneuver template. Note that this does mean that huge ships can, in rare circumstances, "jump over" a small object.

TURRET ARC INDICATOR PLACEMENT

Q: If a ship has three upgrades that grant it a or indicator, what happens?

A: Two of the turrets must share an indicator. Choose two of the upgrades that share a turret arc type (single or double) and the front or rear mount. Place the indicator those cards use on that mount and place the corresponding mount marker next to both of those upgrades. Both upgrades use the matching or indicator.

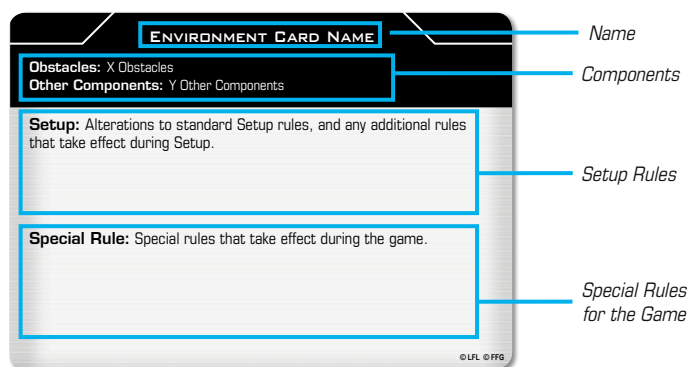
APPENDIX: ENVIRONMENT CARDS

ENVIRONMENT CARDS are cards containing special rules that simulate environmental conditions of the battlefield, such as ion clouds, unexploded munitions, or meteor showers. Each card offer players a way to quickly add a new combination of obstacles and special rules to their games.

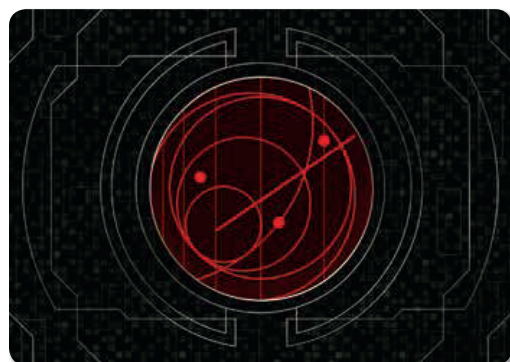
Environment cards are meant for casual play, and are an excellent option to add a twist to home games, local events, and even **Epic Battles** scenarios.

ANATOMY OF AN ENVIRONMENT CARD

Each environment card lists a set of components to be gathered during Setup, as well as rules for their use.



Environment Card Front



Environment Card Back

CHOOSING TO USE ENVIRONMENT CARDS


To play a scenario using Environment cards, both players should first agree to use them.

USING ENVIRONMENT CARDS

During the Gather Forces step of Setup, shuffle the Environment cards and randomly deal one.

Each environment card has additional rules while placing obstacles, and many have additional special rules during play. For instance, some introduce devices into the play area, or add new rules to existing obstacles, or even cause objects to move during play.

VICTORY COUNTERS

Some scenarios have **VICTORY COUNTERS** that are used as markers in the play area, used to track progress, or scored for completing goals during play. These are represented in text with the  icon.



Victory Counters

Environment cards use victory counters only as markers, and not for scoring. Each environment card that uses victory counters explains their use in that scenario.

WHERE TO FIND ENVIRONMENT CARDS

Environment cards can be found in several products. A full list of environment cards and locations follows:

NEVER TELL ME THE ODDS OBSTACLES PACK

- **Asteroid Shower** (9 Obstacles)
- **Clouzon-36 Deposits** (6 Obstacles)
- **Comet Tail** (8 Obstacles)
- **Ion Clouds** (6 Obstacles)
- **Mynock Infestation** (6 Obstacles)
- **Recent Wreckage** (9 Obstacles)

FULLY LOADED OBSTACLES PACK

- **Continuous Bombardment** (6 Obstacles, 8 Devices)
- **Countdown** (5 Obstacles, 1 Device)
- **Minefield** (4 Obstacles, 4 Devices)
- **Munitions Cache** (6 Obstacles, 7 Scenario Upgrades)
- **Pinpoint Bombardment** (6 Obstacles, 6 Scenario Upgrades)
- **Unexploded Ordnance** (5 Obstacles, 4 Devices)