SUMMARY OF CHANGES
Changes are noted in magenta text.

- Paying Costs (pg. 2)
- Fuse Marker (pg. 11)
- Maneuver (pg. 13)
- Remotes (pg. 16)
- Electro-Proton Bomb (pg. 21)
- FAQ (pg. 26, 28)
**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 is an Appendix on page 19.

**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 *action*,” 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 prevent 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 / / result,” 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 cards can be found in the FAQ and in the X-Wing Squadbuilder.

**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.

**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, the 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.

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 white 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.

• 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.”

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 on 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.
TURRET ARCS

Unlike other arcs, some weapons use turret arc indicators to select arcs. There are two types of turret arc indicators: single turret (single turret arc indicator) and double turret (dual turret arc indicator). During setup, a ship with a primary (or special) 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 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.

FIRRING ARCS

A ship’s firing arcs include all shaded arcs on the ship’s ship token plus all primary arcs, if any.

- If an upgrade card gives a ship a primary 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 the attacker’s arc.

   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 1–3. A primary weapon has no cost by default.

     Special weapons have different requirements specified by the source of the attack.

     A ship cannot attack a ship at range 0, even if the attack range would be range 1.

STANDARD ARCS

There are three types of standard arcs created from the crossed diagonal arc lines:

1. Front arc (front arc): This arc projects in the same direction that the ship is facing. Most ships have a primary weapon. Almost all weapons use this arc.

2. Side arcs (side arcs): These arcs are on the left or right side of ships.

3. Rear arc (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 (bullseye arc): This arc is found inside the front arc. If something is in a ship’s bullseye arc, it is also in its front arc.

- The bullseye arc is the width and length of the range ruler.

- There is no intrinsic effect when a ship attacks a ship in its bullseye arc, 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. Front arc (front arc): This arc covers all of the area in front of the ship. Some ships have primary weapons.

2. Rear arc (rear arc): This arc covers all of the area behind the ship.

Using the front arc, 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 front arc 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 front arc 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.
4. **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 based on the chosen weapon’s attack value, range, bonus, and any abilities that add or remove attack dice. Then they roll that many dice.
   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.
   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 based on the defender’s agility value, as range bonus, whether the attack is being obstructed by an obstacle, and any abilities that increase or decrease the number of defense dice. 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.
   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 you defend,” excluding abilities that grant a bonus attack.
   b. Resolve any of the attacking player’s abilities that trigger “after you perform an attack,” excluding abilities that grant a bonus attack.
   c. Resolve any of the defending player’s abilities that trigger “after you defend” that grant a bonus attack.
   d. Resolve any of the attacking player’s abilities that trigger “after you perform an attack” that grant a bonus attack.

Each ship may perform one attack when it engages during the Engagement Phase.
• If a ship is destroyed 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 the defender is measured from the closest point of the attacker to the closest point of the defender, ignoring the attack arc.

**BANK (\ and /)**
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 follows these steps:

1. Take the ⚠️ 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.
While attempting to place a ship to complete a barrel roll, the action 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.

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 maneuver. A ship that barrel rolls without performing the action can still perform the maneuver 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 Advanced maneuvers.

**Basic Maneuvers**

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

- **Straight:** The \( \uparrow \) (straight) bearing advances a ship straight forward.
- **Bank:** The \( \downarrow \) (left bank) and \( \nearrow \) (right bank) bearings advance a ship at a shallow curve to one side, changing its facing by 45º.
- **Turn:** The \( \leftarrow \) (left turn) and \( \rightarrow \) (right turn) bearings advance a ship at a tight curve to one side, changing its facing by 90º.

**Advanced Maneuvers**

The following bearings are for **advanced maneuvers**. These have exceptions to the standard rules for executing a maneuver:

- **Koiogran Turn:** The \( \uparrow \) (Koiogran turn) bearing advances a ship straight forward, changing its facing by 180º. This uses the same template as the \( \uparrow \) 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 \( \leftarrow \) (left Segnor’s Loop) and \( \rightarrow \) (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 \( \downarrow \) and \( \nearrow \) 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 \( \rightarrow \) (left Tallon Roll) and \( \leftarrow \) (right Tallon Roll) bearings advance a ship at a tight curve to one side, sharply changing its facing by 180º. This uses the same template as the \( \nearrow \) and \( \uparrow \) maneuvers.
  ◊ If the ship fully executes the maneuver, the player slides the ship at the opposite end of the template, the ship is rotated 90º to the left for \( \rightarrow \), or 90º to the right for \( \leftarrow \). 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).

**Stationary:** The \( \ast \) (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 not 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 \( \downarrow \) (reverse straight) bearing moves the ship straight backward. This bearing uses the same template as the \( \uparrow \) maneuver.
  ◊ Reverse straight maneuvers are reverse maneuvers, not forward maneuvers.
- **Reverse Bank:** The \( \leftdownarrow \) (left reverse bank) and \( \rightarrow \) (right reverse bank) bearing moves the ship at a shallow curve to one side, changing its facing by 45º. This bearing uses the same template as the \( \downarrow \) and \( \rightarrow \) maneuvers.
  ◊ Reverse bank maneuvers are reverse maneuvers, not forward maneuvers.

**BEHIND**

See [Arc](#).

**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 \( \mathcal{X} \) requirement. The range (2–3), arc (\( \mathcal{G} \)), and cost (spending 1 \( \mathcal{G} \) 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.

**BOMB**

A bomb is a type of device that is placed in the play area through a card effect from a \( \mathcal{G} \) 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. A ship 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.

- 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 action 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.
- 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.

**BULLSEYE ARC** (ящих)

See Arc.

**CALCULATE** (.synthetic)

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

**CHARGE** (主动 AND 与)

Some ship and upgrade cards have charges which are used to track limited resources such as the finite ammo of some weapons. There are two types of charges:  (standard charge) and ☜ (Force charge).

While standard charges can represent anything from limited munitions to exhaustible abilities that can only be performed infrequently, Force charges represent how some pilots or crew members can exert their influence over the Force.

Each card with a CHARGE LIMIT (the golden number) starts the game with a number of ☜ equal to the charge limit. Each ☜ starts on its active side.

Each card with a FORCE CAPACITY (the purple number) starts the game with a number of ☜ equal to the Force capacity. Each ☜ starts on its active side.

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.

Some charge limits and all Force capacities have a RECURRING CHARGE SYMBOL. During the End Phase, each card with a recurring charge symbol recovers one charge.

- 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.
- 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.
- During the End Phase, each ship with a Force capacity recovers only one ☜ 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.

- 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.
During the System Phase, each cloaked ship may spend its cloak token to gain one cloak token.

A ship is cloaked while it has a cloak token. Cloaked ships have 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.

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

1. Barrel roll using the 1 ⧫ template.
2. Boost using the 1 ⧫ template.

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:

- A ship can decloak even while stressed.
- A ship's hull value is not reduced by being dealt damage cards.
- 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.
- Exposing a damage card does not count as dealing a damage card and therefore does not trigger abilities related to suffering damage.

**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 performs one action.

Additionally:

- While a ship coordinates, the coordinate fails if no friendly ship can be 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 a shield by flipping the shield to its inactive side. If it does not have an active shield remaining, it is dealt a damage card instead. For regular damage, the card is dealt facedown; for critical damage, the card is dealt faceup and its text is resolved. All critical damage is suffered before regular 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.

**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.

Some condition cards are limited. If an effect assigns a player's limited condition that is already in play, the condition card is removed and then assigned.

When a ship is removed from the game, any condition cards assigned to that ship are not removed.
To 3. Place the device indicated on the upgrade card into the play area and
2. Set the template between the ship’s rear guides.
1. Take the template indicated on the upgrade card.

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.

DEPLOY
See Dock.

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 (نى)
Each (device) upgrade card allows a ship to drop or launch a specific type
of device and provides additional rules for how that device behaves.

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, an effect triggers
depending on the type of device.

• See Appendix for examples of dropping and launching.
• Most devices are placed during the System Phase.
• One side of each device has a white border to help distinguish which
  player it belongs to.
• Each ship can drop or launch only one device per round.
• Each ship cannot drop or launch a device during the same phase that it
decloaked.
• Devices are not obstacles 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 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.

• 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, remove the die from the dice pool.
  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.
3. The ship may perform one action.

2. Using the corresponding template, the docked ship executes the System Phase by performing the following steps:

1. Choose a non-stationary, non-reverse maneuver on the docked ship's dial.

Some abilities allow a ship to be attached to or ride inside another ship. If a 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, all circular tokens are removed from all ships. Then, each card with a recurring charge icon recovers one charge.

- 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 die 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.
**EVADE (Û)**

Pilots can evade to fly defensively. When a ship performs an Û action, it gains one 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 Ú results to Ú results.

- If an ability instructs a ship to gain an evade token, this is different than performing an Û action. A ship that gains the token without performing the action can still perform the Û 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** after it executes a maneuver. 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 (Û)**

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

- While a focused ship defends, during the **Modify Defense Dice** step, it may spend a focus token to change all of its Ú results to Í results.

Additionally:

- A ship cannot spend a focus token to change Ú results to Í or ★ results if it does not have any Ú results.

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

**FRIENDLY**

All ships/devices controlled by the same player are **FRIENDLY** to each other. Any dice rolled by that player are friendly to those ships. This is in contrast with **enemy**.

- 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 **Overarc**.

**FUSE MARKER**

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

**GAME MODE**

There are various game modes that limit which ship and upgrade cards are available for **squad building**. The **X-Wing Squad Builder** shows the limitations for the various game modes presented at any given time. Check out X-Wing.com for additional information.

- The **squad point cost** for cards can vary between 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.

- 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: at least one for a small ship, at least two for a medium ship, and at least three for a large ship. Ion tokens are red tokens.

During the **Planning Phase**, an ionized ship is not assigned a dial.

During the **Activation Phase**, an ionized ship that did not have a dial assigned to it during the Planning Phase activates as follows:

1. The ship skips its Reveal Dial step.
2. During the Execute Maneuver step, the ionized ship executes the **ION MANEUVER**. The ion maneuver is a blue [11] 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 **[1]** action.
4. After the ship finishes this activation, it removes all of its ion tokens.

Additionally:

• Some **special weapons** inflict ion tokens instead of dealing damage.

• If a ship becomes ionized after the Planning Phase (and therefore has been assigned a dial) but before it has activated during the Activation Phase, it activates as normal. During the next Planning Phase, if the ship is still ionized, it is not assigned a dial and proceeds with the ion maneuver during the Activation Phase.

• Since an ionized ship does not have a dial assigned to it and does not reveal its dial, it cannot resolve any effects that trigger after it reveals its dial.

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:

1. Measure **range** from the jamming ship to any enemy ships.
2. Choose an enemy ship at range 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.

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**.

• 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.

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 a lock on itself.
- An object can be locked by more than one ship.
- A ship can maintain only one lock. If a lacking 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 \(\mathcal{L}\) action. A ship that acquires a lock without performing the action can still perform the \(\mathcal{L}\) 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.

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 \(\mathcal{L} \mathcal{T}\) 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 \(\mathcal{G}\) 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 \(\mathcal{K}\) or \(\mathcal{S}\) results remain. The attack **hits** if at least one \(\mathcal{K}\) or \(\mathcal{S}\) result remain uncanceled.

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

**MOVE**

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

A ship **moved 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**.

**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.

While a ship executes a maneuver, if it moves through or overlaps an obstacle, it executes its maneuver as normal but suffers an effect based on the type of obstacle:

- **Asteroid:** After executing the maneuver, it rolls one attack die. On a \(\mathcal{S}\) result, the ship suffers one \(\mathcal{S}\) damage; on a \(\mathcal{K}\) result, it suffers one \(\mathcal{K}\) damage. Then the ship skips its Perform Action step this round.
- **Debris Cloud:** After the Check Difficulty step, the ship gains one stress token. After executing the maneuver, it rolls one attack die. On a \(\mathcal{S}\) result, the ship suffers one \(\mathcal{S}\) damage.
- **Gas Cloud:** The ship skips its Perform Action step.

While a ship is moving, but not executing a maneuver, if it moves through or overlaps an obstacle, it executes its move as normal but suffers an effect based on the type of obstacle:

- **Asteroid:** The ship rolls one attack die. On a \(\mathcal{S}\) result, the ship suffers one \(\mathcal{S}\) damage; on a \(\mathcal{K}\) result, it suffers one \(\mathcal{K}\) damage.
- **Debris Cloud:** The ship rolls one stress token. The ship rolls one attack die. On a \(\mathcal{S}\) result, the ship suffers one \(\mathcal{S}\) damage.

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

- **Asteroid:** 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.
3. The ship skips its Perform Action step.

- 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 moves through or overlaps that obstacle again.

**OBSRUCTED**

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 asteroid, debris cloud, or gas cloud obstructs an attack, the defender rolls one additional defense die during the Roll Defense Dice step.
- If at least one gas cloud obstructs an attack, the defender may change 1 blank result to an * result.
- The attacker measures from the closest point of its base to the closest point of the defending 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. 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 returning to its starting position.
3. The ship skips its Perform Action step.

- Even though a ship that partially executes a maneuver must skip its Perform Action step, it can still perform actions granted from other game effects.
- Even if a ship partially executes a maneuver, it is still treated as having executed a maneuver of the indicated speed, bearing, and difficulty.

**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.

The phase ends when each ship has a dial assigned to it and both players agree to proceed to the System Phase.

- Players can assign their dials in any order.
- Players are allowed to change their selections on their dials as long as the phase has not ended.
- A player must inform their opponent if they wish to touch or look at one of their dials during the System or Activation Phase.
- Ionized ships are not assigned dials.

**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 200-point dogfight 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 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.

During the Determine First Player step of setup, the player whose squad has the lowest squad point total chooses which player is the first player. The first player is assigned the First Player marker.

If players are tied for squad point total, one player calls either “hits” (● or □), or “misses” (blank or □). Then the other player rolls one attack die. If the player chose the set of results that matches the die, that player chooses which player is the first player; otherwise the other player chooses.

- 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. The player with the lowest squad point total chooses one player to be the first player. Then the player with the next lowest squad point total chooses another player to be the second player. This procedure continues until all players have been assigned a player number.

**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.

**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

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**Primary Weapon**

**Primary Weapon**

**Primary Weapon**

**Primary Weapon**

**Primary Weapon**
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.

- A primary weapon requires the attack range to be range 1–3 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.

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 to the closest point of the target that is within 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 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 0–1, 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.
- Although the range bonus applies at range 0, a ship cannot normally perform a primary attack at range 0.

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

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.

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.
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.

REMOVES

Remotes are devices that have initiative, agility, and hull values, and can be attacked.

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" 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 does not have a midway line, a ship cannot be in front of, behind, or flanking that remote.
• 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.

DAMAGING REMOTES

If a remote suffers 1 or more ☮/✎ damage, deal 1 facedown damage card 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. 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 activates during the Activation Phase and engages during the Engagement Phase at its listed initiative value, but only behaves as listed in its entry. Additionally, the following apply to remotes:

• A remote cannot perform actions or be assigned tokens except for locks.
• A remote can be relocated.
• 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.

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 (�数) AND Cerrar

See Bearing.

REVERSE STRAIGHT (I)

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.

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 shields, ◯, or ◯ above the ship and/or upgrade cards. Each player assigns ID markers to each of their ships.

2. Determine Player Order: The player with the lowest squad point total chooses who is the first player. Otherwise, randomly determine the first player.

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 obstacle and placing it into the play area until all six obstacles have been placed.
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, this effect is resolved during the appropriate step of setup

**SHIELDS**

Shields allow a ship to **suffer damage** without the risk of being dealt faceup damage cards. The blue number on a ship card is the ship's **Shield Value**, indicating how many shields are placed on their active side on the ship card during setup. A ship is **shielded** while it has at least one active shield.

- When an effect instructs a ship to **RECOVER** a shield, an inactive shield on the ship card is flipped to its active side. A ship cannot recover a shield if all of its shields are on their active sides.

- When an effect instructs a ship to **LOSE** a shield, a shield assigned to the ship card is flipped to its inactive side.

- When an effect instructs a ship to **SPEND** a shield, a card loses a shield. A ship cannot spend a shield if all of its shields are inactive.

**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 tractored.

- 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 tractored.

- 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 more than one 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.

**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 (\(\star\))**

Pilots can SLAM by activating their SubLight Acceleration Motors and careening through space at incredible speeds. A ship performs a \(\star\) 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 \(\star\) action only as the ship’s one action during the Perform Action step. Therefore a ship cannot perform a \(\star\) action if it is granted an action from another effect.

- A \(\star\) action fails if the final position of the ship would cause it to flee.

- When a ship performs a \(\star\) 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 (Tactical Relay) 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 (y):” 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.

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 ⚔] cannot be increased and the speed of a [1 ⚔] cannot be decreased.

The speed of a [0 ⚔] cannot be increased or decreased.

Even if a ship partially executes a maneuver, it is still treated as having executed a maneuver of the indicated speed.

SQUAD BUILDING
Each player builds a squad by choosing ships and upgrades whose total squad point cost does not exceed the total defined by the game mode. The recommended squad point total for a standard dogfight is 200 points.

A player can build a squad using ship and upgrade cards with some restrictions:

Each ship has an upgrade bar which is a list of upgrade icons that limit the number of upgrades and types of upgrades that the ship can equip. The X-Wing Squad Builder will enforce these rules. Additionally, a list of all ships' upgrade bars is also available at X-Wing.com.

Nearly all game modes limit ships to a specific faction to choose from. All ship cards must be from a single faction. Some upgrade cards have faction restrictions listed in their restriction field.

Some upgrade cards have ship-size restrictions. Only ships of the given size can equip them.

Some upgrade cards have ship-type restrictions. Only ships of that type can equip them.

A squad's cards are restricted by the rules of limited cards and solitary cards.

A ship cannot equip more than one copy of an upgrade card with the same name.

SQUAD POINTS
Each ship card and upgrade card has a squad point cost associated with it. This value is used during squad building in order to build lists that are legal for different game modes. These values are available from the X-Wing Squad Builder and are also available at X-Wing.com.

STANDARD ARC
See Arc.

STATIONARY (●)
See Bearing.
The ability queue is used to resolve abilities that would resolve simultaneously. Additionally:

- 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 the 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.

**TITLE (サー)**
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 (サー) 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 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.

After a ship becomes tractored, the player whose effect applied the tractor token may choose one of the following effects:

- Perform a barrel roll using the [1 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 1] maneuver template.

This move can cause the ship to move through or overlap an obstacle.

During the Engagement Phase, a ship with one or more tractor tokens rolls one fewer defense die.

- Some special weapons inflict tractor tokens instead of dealing damage.

**TURN (↑ AND ↓)**
See Bearing.

**TURRET ARC (○)**
See Art.

**UPGRADE CARDS**
When building a squad, a player can field upgrades for their ships by paying their associated squad point cost. When building a squad using the Squad Builder, each ship will have a squad point cost and an upgrade bar that shows how many and which types of upgrades that ship can equip. If there is a ☺ or ☠ available for the ship, it will list that here as well. Upgrades also have their own squad point cost.

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.

**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
- ☮ Device
- ☭ Title
- ☭ Modification
- ☭ Configuration

**WINNING THE GAME**
The game ends at the end of a round if all of a player’s ships are removed from the game. The player with no ships remaining loses, and the player with at least one ship remaining wins. If both players’ last remaining ships are destroyed in the same round, the game ends in a draw.
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 ⚠ 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, 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.” 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.
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.

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.

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 loses 1 shield for each blank result and suffers 1 damage for each ⚫/♦ result.

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.

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.
OBJECTS: OBSTACLES

**Loose Cargo**

*Types: Obstacle*

Loose cargo is a debris cloud.

**Spare Parts**

*Types: Obstacle*

Spare parts is a debris cloud.

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

**Gas Clouds**

*Types: Obstacle*

These are gas clouds.
**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.

**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 ⚔️ result, the DRK-1 probe droid suffers 1 ⚔️ damage.
After you perform an action, you may spend 1 \[\mathcal{C} \mathcal{C}\] to perform an action.

**Advanced Targeting Computer:**
While you perform a primary attack against a defender you have locked, roll 1 additional attack die and change 1 \[\mathcal{D} \mathcal{D}\] result to a \[\mathcal{N} \mathcal{N}\] result.

- Darth Vader
- Black Leader
- TIE Advanced x1

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**Ship Stats**
- Agility Value
- Shield Value
- Attack Value
- Hull Value
- Force Capacity

**Upgrade Cards**

**Proton Torpedoes**

**Card Name:** Proton Torpedoes
**Upgrade Card Type:**
While you perform a primary attack, roll 1 fewer attack die.

**Charge Limit:** 2–3
**Range:** 2–3

**Linked Action Bar**

**Upgrade Card Ability:** Before you activate, you may flip this card.

**Action Bar**

**Linked Action Bar**

**Attack Restrictions**
- Attack Arc
- Range Bonus
- Range
- Value
- Indicator

**Range Bonus Indicator**

**Range Restrictions**

**Deploy Example**

The Phantom II deploys from the Ghost using a \[2 \mathcal{C}\] maneuver.

**Dropping Bomb Example**

This HWK-290 drops a seismic charge using a \[1 \mathcal{C}\] template.

**Launching Bomb Example**

This TIE punisher launches a proton bomb using a \[5 \mathcal{C}\] template.
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)

- **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 ⌘/⌘/⌘ 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

- **Norra Wexley (ARC-170)**
  Should read: “…range 0–1, add 1 ⌘ result to your dice results.”
  (Removed “you may”)

UPGRADE CARDS

- **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.”)

- **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,”)

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.”

(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.”)

INSERT SHEETS

“System” and “Bomb” upgrade cards should be labeled “Sensor” and “Device” 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.”)

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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 it’s ⬜.

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: If a ship equips an upgrade that alters one of its values (such as agility), how does this affect variable cost upgrades?
A: Other upgrades are ignored when calculating variable costs, and the base values of the ship are used.

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.

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

ROLLING AND REROLLING DICE

Q: If a card such as Saturation Salvo ⬜ 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: ⬜ 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.
**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: Yes. Restrictions are ignored after setup unless noted otherwise.

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

A: Yes. Han Solo'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 Iden Versio from gaining the subsequent ion tokens.

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

A: No, when the Naiahtah 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'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 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 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'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 tractored?

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

Q: Do TIE Strikers (and Reapers) skip their perform action step if they overlap an asteroid or another ship with their Aileron's ability maneuver?

A: No. It is only during the Execute Maneuver step that a ship skips its Perform Action step for overlapping a ship or obstacle.

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

A: No. Focus is the only action that it can perform during the Perform Action step.

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 the barrel roll into a red?

A: While performing an attack, a TIE Advanced x1 can spend its lock to roll an 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: 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.