Rules Reference
Version 1.0.6.1 Effective 11/8/19
SUMMARY OF CHANGES
Changes are noted in magenta text.

- Agility, pg. 3
- Attack, pg. 4-5
- Bonus Attack, pg. 6
- Charges, pg. 7-8 [Text Clarified]
- Damage Cards, pg. 9
- Obstacles, pg. 14
- Remotes, pg. 16
- Shields, pg. 17
- Stress, pg. 19
- Tractor, pg. 20
- Cargo Drift, pg. 23
- Errata, pg. 26
- Appendix: Huge Ships, pg. 30-33
- Bonus Attacks, p. 30 [Text Clarified]
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 [ability],” means that the ship has the option to perform the action, but can also decline.

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

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

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

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

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

ERRORS 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 ability queue to the back of the queue. These abilities are added to the back of the ability queue using the following rules:

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

See Appendix for 2 examples of the ability queue.

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

**ACTIONS**

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

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

- A ship cannot perform actions while stressed.
- Some upgrade cards have an action bar that lists one or more actions. These actions are added to the ship's action bar and therefore are standard actions that the ship can perform.
- Some ship and upgrade cards have a linked action bar which allows the ship to perform **linked actions**.
- Some actions can fail.
- Actions have three difficulties: white, red, or purple. White is the least difficult, then red, then purple.
  - As a cost to attempt to perform a red action, a ship must gain 1 stress token.
  - As a cost to attempt to perform a purple action, a ship must spend 1 ◊.
  - If a ship is instructed to perform an action, the action is white unless stated otherwise.
  - If two or more effects would alter the color of an action from its default color (e.g. "treat the action as red"), the action is treated as the most restrictive of those colors.
- There is no maximum limit to the number of actions a ship can perform over the course of a round, but a ship cannot perform the same action more than once during a single round, or perform an action it has failed this round.
- If a ship has multiple damage cards with the same name, each damage card's ability is a different action.
- Some cards have multiple **Action:** headers, each of which indicates a different action.
- Game effects such as "gain 1 focus token," "boost," or "acquire a lock" are not actions, and a ship can resolve these game effects any number of times each round. Game effects such as "perform a ◊ action," "perform a + action," or "perform a + action" are actions, and therefore each ship can perform each of these actions only once per round.
  - During the Perform Action step of a ship's **activation**, the ship may perform an action.
  - A ship can choose not to perform an action during the Perform Action step or when granted an action.

**ACTIVATION**

See Activation Phase.

**ACTIVATION PHASE**

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

Each ship activates by resolving the following steps in order:

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

After all ships have activated, players proceed to the **Engagement Phase**.

- If a player has multiple ships with the same **initiative** value, that player activates them in any order—finishing the entire activation for one ship before activating another ship of the same initiative value.
- If multiple players have ships with the same initiative value, **player order** is used to determine the sequence. The first player activates all of their ships with that initiative value in any order; then the second player activates all of their ships with that initiative value in any order;
- When a ship activates, if it skips the Reveal Dial step, it cannot resolve any abilities that trigger after the ship reveals its dial.
- A stressed ship cannot execute red maneuvers or perform actions.
- If a stressed ship attempts to execute a red maneuver, the ship executes a white ![1 2] 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."
- After all modifiers have applied, if the number of defense dice required for a roll is greater than "6," it is treated as "6."
ARC
An arc is an area formed between the lines created by extending hash marks or arc lines printed on a ship token to range 3. A ship is in an arc if any part of its base is inside that area.

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

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

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

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

3. Rear arc (): This arc projects in the opposite direction that the ship is facing. Some ships have a primary weapon.

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

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

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

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

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

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

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

- Behind: If ship A is in the () of ship B and ship A does not cross the midway line of ship B, then ship A is behind ship B.

- In front of: If ship A is in the () of ship B and ship A does not cross the midway line of ship B, then ship A is in front of ship B.

- Flanking: If ship A crosses the midway line of ship B, then ship A is flanking ship B.

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

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 toward by using the rotate () action.

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

FIRING ARCS
A ship’s firing arcs include all shaded arcs on the ship’s ship token plus all () arcs, if any.

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

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

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

1. Declare Target: During this step, the attacking player identifies and names the defender of the attack.
   a. Measure Range: The attacking player measures range from the attacker to any number of enemy ships and determines which enemy ships are in which of its arcs.
   b. Choose Weapon: The attacking player chooses one of the attacker’s primary or special weapons.
   c. Declare Defender: The attacking player chooses an enemy ship to be the defender. The defender must meet the requirements defined by the weapon.
   d. Pay Costs: The attacker must pay any costs for performing the attack.

- During the Declare Target step, the attack arc is the arc that corresponds to the chosen weapon. The attack range is determined by measuring range from the closest point of the attacker to the closest point of the defender that is in the attack arc.
A primary weapon requires the attack range to be range 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.

If there is no valid target for the chosen weapon, or if the attacker cannot pay the costs required for the attack, the attacking player either chooses a different weapon or chooses not to attack.

2. **Attack Dice:** During this step, the attacking player rolls attack dice and the players can modify the dice.

   a. **Roll Attack Dice:** The attacking player determines the number of attack dice to roll. Starting with the attack arc value, modifiers that increase or decrease the number of attack dice (such as range bonus and other effects) are applied. Next, if any minimum or maximum number of dice has been set, that limit is applied. There is always a minimum of 0 and a maximum of 6. Then they roll that many dice.

   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. Starting with the defender’s agility value, modifiers that increase or decrease the number of defense dice (such as range bonus, whether the attack is being obstructed by an obstacle, and other effects) are applied. Next, if any minimum or maximum number of dice has been set, that limit is applied. There is always a minimum of 0 and a maximum of 6. Then they roll that many dice.

   b. **Modify Defense Dice:** The players resolve abilities that modify the defense dice. The attacking player resolves their abilities first, then the defending player resolves their abilities.

   • 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 at an initiative step during the Engagement Phase, the ship is not removed until all ships of the attacker’s initiative have engaged.

   • During an attack, a ship cannot choose to roll fewer dice than it is supposed to roll.

   • If a player would roll more dice than they have available, keep track of the rolled results and reroll the dice necessary to equal the total number of dice the player would have rolled all at once. Note that these dice are not considered rerolled for the purposes of modifying dice.

**ATTACK ARC**

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

**ATTACK RANGE**

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

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

**BANK (₁ AND ₇)**

See **Bearing**.

**BARREL ROLL (ᵽ, ᵇ)**

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

1. Take the [1 ₁] template.

2. Place the narrow edge of the template flush against the left or right side of the ship’s base. The template must be placed with the middle line of the template aligned with the hashmark on the side of the base.

3. Lift the ship off the play surface, then place the ship with the hashmark on the side of the base aligned to the front, middle, or back of the other narrow end of the template.

4. Return the template to the **supply**.

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

When a medium or large ship barrel rolls, substitute “long edge” for “narrow edge” in the above description.

A TIE Punisher barrel rolls to the right.
When a player declares to barrel roll a ship, that player also declares whether the ship is barrel rolling to the left or right. Then, while attempting to place the ship, the player may attempt to place the ship at the front, middle, and back before choosing one of those positions.

While attempting to place a ship to complete a barrel roll, the barrel roll can fail if any of the following occurs:

◊ All three positions would cause the ship to overlap another ship.
◊ All three positions would cause the ship to overlap or move through an obstacle.
◊ All three positions would cause the ship to be outside the play area (and therefore would cause that ship to flee).

If a barrel roll fails, the ship is returned to its prior position before it attempted the barrel roll. If this was part of a ◊ action, that action fails.

The player cannot choose to fail a barrel roll if one of the three positions would not cause the action to fail.

Performing a barrel roll does not count as executing a maneuver but does count as a move.

If an ability instructs a ship to barrel roll, this is different than performing a ◊ action. A ship that barrel rolls without performing the action can still perform the ◊ action this round.

**BEARING**

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

All maneuvers are categorized as either basic or advanced. Additionally, all maneuvers that begin by using the front guides are forward maneuvers.

**Basic Maneuvers**

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

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

**Advanced Maneuvers**

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

- **Koiogran Turn:** The ◊ (Koiogran turn) bearing advances a ship straight forward, changing its facing by 180°. This uses the same template as the ◊ maneuver.
  ◊ If the ship fully executes the maneuver, the player slides the ship's front guides into the end of the template instead of the rear guides.

- **Segnor’s Loop:** The ◊ (left Segnor’s Loop) and ◊ (right Segnor’s Loop) bearings advance a ship at a shallow curve to one side, then reverses its facing. This uses the same template as the ◊ and ◊ maneuvers.
  ◊ If the ship fully executes the maneuver, the player slides the ship's front guides into the end of the template instead of the rear guides.

- **Tallon Roll:** The ◊ (left Tallon Roll) and ◊ (right Tallon Roll) bearings advance a ship at a tight curve to one side, sharply changing its facing by 180°. This uses the same template as the ◊ and ◊ maneuvers.
  ◊ If the ship fully executes the maneuver, before the player places the ship at the opposite end of the template, the ship is rotated 90° to the left for a ◊, or 90° to the right for a ◊. Then the player places the ship with the hashmark on the side of the base aligned to the left, middle, or right of the end of the template, (similar to a barrel roll).

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

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

- **Reverse Bank:** The ◊ (left reverse bank) and ◊ (right reverse bank) bearings move the ship at a shallow curve to one side, changing its facing by 45°. This bearing uses the same template as the ◊ and ◊ maneuvers.
  ◊ Reverse bank maneuvers are reverse maneuvers, not forward maneuvers.

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 ◊ (reverse straight) bearing moves the ship straight backward. This bearing uses the same template as the ◊ maneuver.
  ◊ Reverse straight maneuvers are reverse maneuvers, not forward maneuvers.

- **Reverse:** The ◊ (left reverse) and ◊ (right reverse) bearings move the ship at a shallow curve to one side, changing its facing by 45°. This bearing uses the same template as the ◊ and ◊ maneuvers.
  ◊ Reverse bank maneuvers are reverse maneuvers, not forward maneuvers.

**BEHIND**

See Art.

**BONUS ATTACK**

If a card instructs a ship to perform a bonus attack, it performs an additional attack during the Aftermath step.

- A few special weapons provide a bonus attack using the same weapon. While performing this type of bonus attack, the same arc requirements, range requirements, and cost requirements are followed unless stated otherwise.
  ◊ For example, a ship that attacked with the Cluster Missiles card can perform a bonus attack against another ship at range 1 of the defender and ignore the ◊ requirement. The range (1–2), arc (◊), and cost (spending ◊ charge) are maintained for the bonus attack.

- A ship can perform only one bonus attack per round.

- If both players have a bonus attack that triggers after an attack, the defending player resolves their bonus attack first.

- Huge ships have additional rules for bonus attacks. See Appendix: Huge Ships.
**BOMB**
A bomb is a type of device that is placed in the play area through a card effect from a upgrade card. The upgrade card that corresponds to the bomb has the “Bomb” trait at the top of its card text. Bombs can be dropped or launched during the System Phase and detonate at the end of the Activation Phase.

**BOOST (²) Boost**
Boost represents a pilot activating additional thrusters to move farther forward. When a ship performs a action, it boosts by following these steps:

1. Choose the 1 or 1 template.
2. Set the template between the ship's front and rear 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 boost can fail if any of the following occurs:
  - The ship’s final positions would cause the ship to overlap another ship.
  - The ship would overlap or move through an obstacle.
  - The ship’s final position would cause it to be outside the play area (and therefore would cause that ship to flee).
- If a boost fails, the ship is returned to its prior position before it attempted the boost. If this was part of a action, that action fails.
- The player cannot choose to fail a boost if the final position would not cause the action to fail.
- Performing a boost does not count as executing a maneuver but does count as a move.
- If an ability instructs a ship to boost, this is different than performing a action. A ship that boosts without performing the action can still perform the action this round.

**BREAK**
See **Lock**.

**BULLSEYE ARC (🎯)**
See **Arc**.

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

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

A ship is calculating while it has at least one calculate token. Calculate tokens are circular, green tokens. A calculating ship follows these rules:

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

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

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

- Canceling dice does not count as modifying dice.

**CHARGES (太少, +, +, ⁺)**
**Charges** are two-side punchboard components that track certain limited resources. Some ship and upgrade cards have charges to denote their use.

All charges obey the following rules:

- When an effect instructs a ship to recover a charge, an inactive charge on that ship (ship or upgrade card) is flipped to its active side. A card cannot recover a charge if all of its charges are on their active side.
- When an effect instructs a ship to lose a charge, a charge assigned to the relevant card is flipped to the inactive side.
- When a ship spends a charge, that charge is flipped to its inactive side. A ship cannot spend a charge for an effect if all of its charges that are available for that effect are already inactive.
- Each card with a charge limit (the number) starts the game with a number of charges equal to the charge limit. Each charge starts on its active side.
- Charges associated with charge limits that have the recurring charge symbol are called recurring charges. Alternatively, charges associated with charge limits that do not have the recurring charge symbol are called non-recurring charges.

**Charge Types**
There are four types of charges:

- **Standard charges (太少)**, which represent limited resources like munitions and a pilot’s stamina. These have a golden number.
- **Force charges (⁺)**, which represent the ebbing and flowing power of the Force. These have a purple number.
- **Shields (⁺)**, which represent a ship’s defensive shielding. These have a blue number.
- **Energy (⁺)**, which represents a huge ship’s draw of power from its engines (see Appendix: Huge Ships). These have a magenta number.

**Recurring Charges**
Some charge limits, shield capacities, and all Force capacities have a recurring charge symbol. During the End Phase, each card with a recurring charge symbol recovers one charge.

**Standard Charge (太少)**
Standard charges (太少) can represent anything from limited munitions to exhaustible abilities that can only be performed infrequently.

- **Ship charges** are charges on ship cards and upgrade charges are charges on upgrade cards.
- If an upgrade card has a charge limit, the are placed above that upgrade card (not the ship card it is attached to).
Effects:

A cloaked ship has the following effects:

- A ship loses its ability to move unpredictably.
- It is disarmed.
- It cannot perform the cloak action or gain a second cloak token.
- A ship that attempts to decloak and the cloak token is not removed.
- If a decloak fails, the ship is returned to its prior position before it attempted the decloak.
- Decloaking does not count as executing a maneuver or performing an action.
- A ship cannot drop or launch a device during the same phase that it decloaked.

### Force Charge (+)

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

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

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

### Shield (●)

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

While a ship defends, shields provide it protection against damage. See Damage. Additionally:

- A ship card that does not have a shield capacity on its ship card has a shield capacity of “0,” but that capacity can be increased by upgrade cards that have a shield capacity.
- During the End Phase, each ship with a shield capacity recovers a number of (●) equal to the number of recurring (●) symbols on its ship card (only huge ships have recurring (●) symbols, see Appendix: Huge Ships).
- If an upgrade card instructs the ship to spend (●), those (●) are spent from the ship card.

### Energy (◊)

Energy (◊) are special charges used only by huge ships (see Appendix: Huge Ships).

### Cloak (⊗)

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

A ship is cloaked while it has a cloak token. Cloak tokens are blue tokens.

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

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

2. **Boost** using the [1 ] template.

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

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

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

### Condition Cards

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

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

- A condition marker is removed when the corresponding condition card is removed.
- A condition that has been removed can be assigned again.
- 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.

### 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 an 🌈 shield. If it does not have an 🌈 remaining, it is dealt a damage card instead. For 💥 damage, the card is dealt facedown; for 💥 damage, the card is dealt faceup and its text is resolved. All 💥 damage is suffered before 🌈 damage.

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

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

### Damage Cards

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

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

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

### Decloak

See **Cloak**.

### Defend

See **Attack**.

### Defender

The ship that is chosen during the Declare Defender step of the Declare Target step of an **attack** is the defender.

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

### 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

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

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

1. Take the template indicated on the upgrade card.
2. Set the template between the ship’s 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 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.
- One side of each device has a white border to help distinguish which player it belongs to.
- Most devices are placed during the **System Phase**. Each ship can place a device once per System Phase.
- Most devices have an associated upgrade card that lets the player spend 🌈 to place that device. Many of these cards are payload 🌈 upgrades.
- When an effect instructs a ship to place a device associated with a different card (e.g. “drop 1 bomb”), that ship must pay all costs (such as spending 🌈) and place the device as its associated card dictates. Other effects can modify how it is placed (e.g. the TIE Bomber’s Nimble Bomber ship ability) as normal.
- Each ship cannot place a device 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, place an unused die displaying the result next to the rolled die. A die added in this way is treated as a normal die for all purposes and can be modified and canceled.

• **Change**: To change a die result, rotate the die so that its faceup side displays the new result.

• **Reroll**: To reroll a die result, pick up the die and roll it again.

• **Spend**: To spend a result, remove the die from the dice pool.

Additionally:

• Dice modification occurs during the respective Modify Attack Dice or Modify Defense Dice step, unless otherwise stated.

• Although dice can be modified by multiple effects, each die cannot be rerolled more than once.

• If an ability instructs a ship to spend a result, it cannot spend another ship’s results unless stated otherwise.

• **Canceling** dice is not a dice modification.

• Rolling additional dice or fewer dice is not a dice modification.

• If a die cannot be changed to a given result, nothing happens.

For example, an attack die cannot be changed to an ✷ result because that result does not appear on that die.

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

During the Check Difficulty step of executing a maneuver, if the maneuver is red, the ship gains one stress token; if the maneuver is blue, the ship removes one stress token.

• A stressed ship cannot execute red maneuvers or perform actions.

• If an effect increases the difficulty of a maneuver, blue increases to white, and white increases to red. If an effect decreases the difficulty of a maneuver, red decreases to white, and white decreases to blue.

◊ An ability that increases the difficulty of a red maneuver or decreases the difficulty of a blue maneuver can resolve, but has no additional effect.

◊ If multiple abilities change the difficulty of a maneuver, the effects are cumulative. For example, if a ship reveals a red 1 ✷ maneuver and has one effect that increases the difficulty of the maneuver and another effect that decreases the difficulty of the maneuver, the maneuver is treated as red.

DIRECTION
See “Bearing”

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

• During the Engagement Phase, disarmed ships still engage (although they cannot perform attacks).

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

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

2. Using the corresponding template, the docked ship executes the maneuver using the front guides or the rear guides of the carrier ship as if those guides were the docked ship’s starting position.

3. The ship may perform one action.

• While a ship is deploying, if the ship would partially execute the maneuver and cannot be placed without overlapping another ship, the ship fails to deploy and stays in reserve.

• A ship that deploys during the System Phase does not activate during the Activation Phase.

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

If a carrier ship is destroyed, before the carrier is removed from the play area, any docked ships can EMERGENCY DEPLOY from their carrier. A docked ship performs an emergency deploy similar to deploying, as described above, except the ship first suffers 1 ♦ damage and after executing the maneuver, does not have the opportunity to perform an action.

• If the docked ship attempts to emergency deploy and must partially execute the maneuver but cannot be placed without overlapping another ship, the ship fails to deploy and is destroyed.

• If a ship emergency deploys during the Engagement Phase, it can still engage during that phase at its initiative. If its initiative has already occurred this round, it cannot engage this phase.

Additionally:

• See Appendix for a deploy example.
• Ships capable of docking can start the game docked. Before the Place Forces step of setup, that player must declare which ships are docked and the ships they are docked to.

• During the System Phase, the initiative of the ship docking or deploying is used, not the initiative of the carrier ship.

DROP
See Device.

END PHASE
The End Phase is the fifth phase of the round. During the End Phase, 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 dice that an opposing player rolls are enemy dice. This is in contrast with friendly.

ENGAGEMENT PHASE
The Engagement Phase is the fourth phase of the round. During this phase, each ship ENGAGES, one at a time, starting with the ship with the highest initiative and continues in descending order.

When a ship engages, it may perform an attack.

• After all ships of a given initiative have engaged, all destroyed ships are removed. Then, continuing in descending order, this process continues with all ships of the same initiative engaging and then removing all destroyed ships.

• If a player has multiple ships with the same initiative, the player engages them in any order. Engaging one ship before engaging another ship of the same initiative value.

• If multiple players have ships with the same initiative, player order is used to determine the order. The first player engages all of their ships of a given initiative before the second player engages all of their ships of that initiative.

• Disarmed ships still engage even though they cannot perform attacks.

• Each ship engages only once during this phase.

EVADE ( egret)
Pilots can evade to fly defensively. When a ship performs an egret 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 egret results to ⚡ results.

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

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

• Upgrade cards can be used by any faction unless they have a restriction.

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

• A ship can fail when it barrel rolls, boosts, coordinates, decoaks, 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, cloak, or SLAM.

• Partially executing a maneuver can cause a ship to flee if any part of its base is outside the play area after the maneuver.

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

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

• While a focused ship performs an attack, during the Modify Attack Dice step, it may spend a focus token to change all of its ⚫ results to ⚡ results.

• While a focused ship defends, during the Modify Defense Dice step, it may spend a focus token to change all of its ⚫ results to ⚡ results.

Additionally:

• A ship cannot spend a focus token to change ⚡ results to ⚫ or ⚡ results if it does not have any ⚫ results.

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

FRIENDLY
All ships/devices controlled by the same player are FRIENDLY to each other. 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 Overview.

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 ⚒ action.
4. After the ship finishes this activation, it removes all of its ion tokens.

Additionally:
• An ionized ship cannot perform any action except the ⚒ action.
• 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 (_wr_)
Pilots can jam to conduct electronic warfare and confuse other ships' systems. When a ship performs the wr 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 inflect 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 wr action. A ship that jams without performing the action can still perform the wr action this round.

KOIOGRAN TURN (n)
See Bearing.
Additionally:

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 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 (X)

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

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

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

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

Additionally:

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

Linked Action

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 [2 1] 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 card until the next Planning Phase.
- If a ship’s dial is not revealed, or it was not assigned a dial that round, that ship does not have a revealed maneuver.

Mine

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

Miss

During the Neutralize Results step of an attack, the attack misses if no or result remains. The attack hits if at least one or result remain uncancelled.
- 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 moves through an object if the template is placed on that object when the ship moves.
- If a ship moves through an obstacle, it suffers the effects of that obstacle.
- If a ship moves through a device, it can suffer effects based on the device.
• If a ship moves through another ship, there is no inherent effect. Due to the physical miniature being in the way, players should mark the positions of any intervening ships and temporarily remove them. To mark an intervening ship’s position, players can either use the position markers provided in the core set or place templates in the ships’ guides or along the side of the base. Then those ships are physically removed to complete the move. After the move is complete, the removed ships are returned to their original positions.

**MOVE THROUGH**

See *Move*.

**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 ✒ result, the ship suffers one ☘ damage; on a ☘ result, it suffers one ✒ 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 ☘ result, the ship suffers one ✒ damage.

• **Gas Cloud:** The ship skips its Perform Action step.

While a ship is not executing a maneuver; if it moves through or overlaps an obstacle, it suffers an effect based on the type of obstacle (after resolving its move, if applicable):

• **Asteroid:** The ship rolls one attack die. On a ✒ result, the ship suffers one ☘ damage; on a ☘ result, it suffers one ✒ damage.

• **Debris Cloud:** The ship gains one stress token. The ship rolls one attack die. On a ☘ result, the ship suffers one ✒ 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.

Additionally:

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

• Some cards can also place obstacles during the game in the same manner as devices (see *Device*).

• If an obstacle is placed such that one or more ships overlap it, those ships resolve any effects of overlapping it.

• A ship that is overlapping an obstacle can still perform actions granted from other game effects.

• For the purpose of overlapping obstacles, if a ship partially executes a maneuver, only the portion of the template that is between the starting and final positions of the ship is counted. Ignore the portion of the template that the ship moved backward along to resolve the overlap.

• If a ship moves through or overlaps more than one obstacle, it suffers the effects of each obstacle, starting with the obstacle that was closest to the ship in its starting position and proceeding along the template.

• Before a ship moves, if it is at range 0 of an obstacle, it does not suffer the effects of that obstacle unless it moves through or overlaps that obstacle again.

• Huge ships have separate rules related to obstacles (see Appendix: Huge Ships).

**OBSERVED**

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 defender’s base that is in the attack arc, therefore the attacker cannot measure range from or to another point in order to avoid measuring through an object.

◊ If multiple points are at equal distance from the attacker (for example, if the attacker and defender are parallel), the attacker chooses one of those lines for measuring range. 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.

Additionally:

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

**PARTIALLY EXECUTE**

See *Overlap*.

**PILOT ABILITY**

See *Abilities*.
PLANNING PHASE
The Planning Phase is the first phase of the round. During the Planning Phase, each player secretly sets a maneuver for each of their ships. To set a ship’s maneuver, the player takes a dial matching the ship’s type and rotates the dial until the arrow points at the desired maneuver. Then the dial is placed facedown in the play area next to the matching ship.

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 91cm). 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 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 ship that is IN the attacker’s attack arc.

- The following terms are used concerning range:
  - ◊ Range #–#: The range includes all of the range bands from the minimum to the maximum specified.
  - ◊ At: An object is at a specified range if the closest point of it is inside that range.
  - ◊ Within: An object is within a specified range if the entirety of it is inside that range.
  - ◊ Beyond: An object is beyond a specified range if no part of it is between the specified range and the object range is being measured from.

- While measuring range to a ship, range is measured to the closest point of the ship’s base, not its ship token nor the miniature itself.
- While measuring range to a non-ship object, range is measured to the point of that object that is closest to the ship’s base.
- While measuring range, players use a single edge of the range ruler; the width and thickness of the ruler are irrelevant.
- Range ◊ 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 ◊ of the last ship it overlapped.
  - An object is at range ◊ of an obstacle or device if it is physically on top of it.
  - A ship is at range ◊ of another ship if it is physically touching another ship.
During the Neutralize Results step, if the defender's reinforce token is specified by the reinforce token and not in the other full arc, the defender defends if the attacker is inside the defender's reinforced arc for the fore reinforce token or be in the defender's arc for the aft reinforce token.

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

### Reinforce (重组)

Pilots can reinforce to angle their deflector shields and increase the defensiveness of a portion of their ship. When a ship performs the 重组 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 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 三星/五星 result remaining, one 一星 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 三星/五星 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 the 重组 action. A ship that gains the token without performing the action can still perform the 重组 action this round.

### Reload (装填)

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

1. Choose one of the ship's equipped 普通, 普通, or 普通 upgrade cards that has fewer active 普通 than its charge limit.
2. That card recovers one 修理.
3. The ship gains one disarm token.

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

### Remotes

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

### Attacking Remotes

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

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

### Damaging Remotes

If a remote suffers 1 or more 三星/五星 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 and shuffle any damage cards assigned to it back into the damage deck.

If the attack occurred at the same initiative as the remote’s initiative, it is removed after all effects at that initiative are resolved, per Simultaneous Fire.

### Using Remotes

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

- A remote cannot perform actions or be assigned tokens except for locks.
- A remote can be assigned markers or counters if an effect instructs it—place these on its remote card.
If an effect instructs a player to place a remote on a ship card, pick it up and place it on the relevant ship card. It can be affected only by game effects that return it to the play area. Its damage cards are not removed.

Some devices cause damage to remotes, as described in their individual entries. If a device does not state that it affects remotes, it does not affect remotes.

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

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

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

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

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

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

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

REVEAL
See Activation Phase.

REVERSE BANK (\ and \)
See Bearing.

REVERSE STRAIGHT (\)
See Bearing.

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

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

The first round starts after setup.

ROTATE (\)
Pilots can rotate to alert a gunner or aim one of the ship’s turret-mounted armaments. When a ship performs the \ action, it rotates the turret arc indicator to select any other standard arc.

- If a ship rotates a double turret arc indicator, it must select the other two standard arcs it was not already selecting.
- If an ability instructs a ship to rotate its \ indicator, this is different than performing a \ action. A ship that rotates its \ indicator without performing the action can still perform a \ action this round.

SEGNOIR’S LOOP (\ AND \)
See Bearing.

SETUP
Before playing, resolve the following steps:

1. Gather Forces: Each player places their ships and upgrade cards on the table in front of them. For each ship that has a shield value, charge limit, or force capacity, place the corresponding \, \, or \ above the ship and/or upgrade cards. Each player assigns ID markers to each of their ships.
2. Determine Player Order: 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 other and beyond range 2 of each edge of the play area.
5. Place Forces: Players place their ships into the play area in initiative order from lowest to highest initiative, using player order as a tiebreaker. Ships must be placed within range 1 of their player edge. When a ship with a turret arc indicator is placed, the player rotates the arc to select a standard arc. Each ship with a turret arc indicator may rotate its indicator when the ship is placed.
6. Prepare Other Components: Shuffle the damage deck and place it facedown outside the play area. If the players have more than one damage deck, each player uses their own deck.

Then the supply of range rulers, templates, dice, and tokens is created near the play area.

Additionally:
- If a card has the “Setup” header, this effect is resolved during the appropriate step of setup

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

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

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

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

**SHIP ABILITIES**

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

- Some ship abilities can have "actions" 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 (🪙)**

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

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

A ship can perform a $ action only as the ship’s one action during the Perform Action step. Therefore a ship cannot perform a $ action if it is granted an action from another effect.

- A $ action fails if the final position of the ship would cause it to free.
- When a ship performs a $ action, it has performed an action as well as executed a maneuver for the sake of abilities.

**SOLITARY**

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

**SPECIAL WEAPON**

Special weapons appear as ‘Attack:’ headers in card text. They provide additional types of attacks other than a ship’s primary weapon(s).

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

- Some special weapons have a small **ordinance 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 ([±]):’ header indicates that the attacker must have a lock on the defender.
  - The ‘Attack ([○]):’ 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 13 [A] cannot be increased and the speed of a 11 [1] cannot be decreased.
- The speed of a 10 [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 ship’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.

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

STATIONARY (a)
See Bearing.

STRAIGHT (†)
See Bearing.

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

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

- After a strained ship executes a blue maneuver, it removes 1 strain token.

STRESS
A ship is STRESSED while it has at least one stress token. A stressed ship cannot execute red maneuvers or perform actions. The stress token is a red token.

- A ship receives one stress token while it executes a red maneuver or after it performs a red action. Additionally, a ship removes one stress token while it executes a blue maneuver.

- If a stressed ship attempts to execute a red maneuver, it instead executes a white [2 †] maneuver.

- After a stressed ship reveals a red maneuver, abilities that change the maneuver can be used. After resolving these abilities, if the ship would still execute a red maneuver, it instead executes a white [2 †] maneuver.

- Huge ships have additional rules for stress (see Appendix: Huge Ships).

SUFFER DAMAGE
See “Damage.”

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

SYSTEM PHASE
The System Phase is the second phase of a round. During this phase, the sequence of play starts with the ship with the lowest initiative and continues in ascending order.

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

- Without having specific upgrades, abilities, or tokens, most ships have no effects that can be resolved during this phase. Some abilities that can be used at this time include dropping and launching devices, cloaking, and deploying and docking ships.

- If a player has multiple ships with the same initiative value, the player resolves abilities in any order; resolving any abilities for one ship before resolving abilities for another ship of the same initiative value.

- If multiple players have ships with the same initiative value, player order is used to determine the sequence. The first player resolves any abilities of their ships with that initiative value in any order; then the second player resolves any abilities of their ships with that initiative value in any order; and so on.

TALLON ROLL (n AND m)
See Bearing.

TARGET
The target of an attack is declared during the Declare Target step. A successfully targeted enemy ship is the defender.

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

- Before: The effect resolves immediately preceding the timing specified.

- At the start of: This timing is used with a specific phase or step. The effect triggers before anything occurs during that phase or step.

- While: This term is often used in combination with multi-stepped game effects such as an attack, an action, or a maneuver. Although less specific than the other timings, this term is used to narrow down when the ability is resolved during the round. Additional verbiage is required to identify when exactly the effect is applied.

- For example, in the context of an attack, if the ability rolls additional attack dice, the ability triggers during the Roll Attack Dice step. If the ability modifies defense dice, the ability triggers during the Modify Defense Dice step.

- At the end of: This timing is used with a specific phase or step of ship’s activation. This effect triggers after the normal effects of that phase or step have occurred.

- After: The effect resolves immediately following the timing specified.

The ability queue is used to resolve abilities that would resolve simultaneously.

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

TITLE (宦)
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宦 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.
Some upgrade cards have one or more of the following rules in their
restrictions box:

• Action: If there is an action icon, this upgrade can be equipped only to a
ship with that action on its action bar. This does not include actions on its
linked action bar.

• A ship cannot equip more than one copy of the same card.

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

• Some effects can “exchange” or “equip” an upgrade card from one ship to
another during or after setup.

• An effect can move an upgrade to a ship that does not have the
matching icon on its upgrade bar.

• An effect cannot move an upgrade to a ship that does not meet the
requirements set out in the restrictions box of the upgrade card unless
the effect says to equip the upgrade “ignoring restrictions.”

UPGRADE ICONS
Each upgrade icon uses the corresponding name listed below:

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

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.

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.

TURN (↑ AND ↓)
See Bearing.

TURRET ARC (○)
See Arc.

UPGRADE CARDS
When building a squad, a player can field upgrades for their ships by paying
their associated 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 ② or
③ 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.
The following sections show additional content, including some extended examples and card anatomies.

**EXTENDED EXAMPLES**

### Ability Queue Example #1

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

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

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

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

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

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

### Ability Queue Example #2

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

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

Rachel uses “Chopper’s” ability, and Old Teroch gains two jam tokens. Static Discharge Vanes’ ability is “If you would gain an ion or jam token, 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.

---

**Proximity Mine**

*Types: Device, Mine*

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

---

**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.

**Cargo Drift**

*Types: Obstacle*

Cargo drift is an asteroid.
**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 ⭐️⭐️ 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 ⚪️⭐️ result to a ⚪️⭐️⭐️⭐️ result.

- Darth Vader
  - Black Leader
  - TIE Advanced x1

© LFL © FFG

### Ship Stats

- **Ship Type:**
- **Initiative Value:**
- **Ship Ability:**
- **Pilot Ability:**
- **Ship Stats:**
- **Ship-type Icon:**

### Upgrade Cards

**Proton Torpedoes**

- **Attack (⭐️⭐️):** Spend 1 ⭐️. Change 1 ⚪️⭐️ result to a ⚪️⭐️⭐️⭐️ result.

© LFL © FFG

### Attack Restrictions

- **Attack Value:**
- **Range Bonus Indicator:**
- **Range Restrictions:**
- **Linked Action Bar:**
- **Card Name:**
- **Upgrade Card Ability:**
- **Upgrade Card Type:**
- **Charge Limit:**
- **Linked Card Ability:**
- **Card Restrictions:**
- **Action Bar:**
- **Action:**

© & ™ Lucasfilm Ltd. No part of this product may be used without specific written permission. Fantasy Flight Games and the FFG logo are ® of Fantasy Flight Games. Fantasy Flight Games is located at 1995 West County Road B2, Roseville, MN 55113, USA, 651-639-1905. Actual components may vary from those shown. Made in China. THIS PRODUCT IS NOT A TOY. NOT INTENDED FOR USE BY PERSONS 13 YEARS OF AGE OR YOUNGER. Permission granted to print or photocopy for personal use.
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/悒 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/悒 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 ⚘/悒/悒 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.”)

**Stalwart Captain**

Should read: “Huge ship” in the restrictions box.

(Changed from “Rebel, Huge 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 ⚘/悒 damage for each matching result.”

(Changed from “When this device detonates, that ship rolls 2 attack dice. That ship then suffers 1 ⚘/悒 damage for each matching result.”)
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 ◊ 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 ◊ of an obstacle and beyond range ◊ 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 ◊–3 if able. Thus, acquiring a lock can fail if there is no other object at range ◊–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 [◊]?

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

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

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

Q: Does a Mine, when dropped overlapping a ship in the System Phase, detonate immediately?
A: Yes. When an object is placed underneath a ship, that ship counts as overlapping that object.

Q: When a ship moves through a Mine (and overlaps) does the timing window for Sabine Wren [◊] occur before or after the ship has an opportunity to perform an action?
A: Trick question! Sabine only affects devices classified as bombs, not mines and other devices, such as a Proximity Mine.

Q: How do fuse markers (pg. 11) interact with Mines?
A: If a ship would move through and/or overlap a fused Mine, one fuse marker is removed from the mine and it does not detonate, even if the ship remains physically on top of the mine after the fuse marker is removed.

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

Q: If the Loose Cargo from Rigged Cargo Chute [◊] or Spare Parts from Spare Parts Canister [◊] overlaps another ship, what happens?
A: It is placed underneath the ship, and the ship overlaps it, suffering its effects.

Q: If a remote has no arcs, can abilities that resolve “while not in the defender’s ◊ (or other arc)” resolve?
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 rolls 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.
Q: When attacking with a weapon with the ordnance icon (such as Proton Rockets) or defending against an attack with the ordnance icon, can Grand Inquisitor [TIE/Advanced v1] apply the range bonus?
A: No.

Q: Is Han Solo [Rebel, ));//]’s additional attack a bonus attack?
A: Yes. Anything that permits an attack outside of the standard attack allowed to a ship when it engages is a bonus attack.

Q: If a ship with Han Solo [Rebel, ));//] is made to engage at initiative 7 (through Roark Garnet [HWK-290], Heightened Reflexes [ }//], etc.), must it perform Han Solo’s bonus attack first?
A: Yes. Han Solo [Rebel, ));//]’s effect occurs at initiative 7 before any ship at that initiative engages (including the one to which Han Solo is equipped), so Han Solo’s bonus attack is always performed first. This means that it cannot perform Han Solo’s bonus attack and then perform a subsequent attack from the same turret arc.

Q: How do effects that “prevent damage” such as Iden Versio interact with effects such as Ion Cannon and Tractor Beam that “inflict [ion, tractor, jam, etc] tokens instead of dealing damage”?
A: If an effect uses /// /// results for an effect instead of dealing damage (such as inflicting ion, tractor, or jam tokens), that effect cannot be prevented by an effect that “prevents damage.”

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

Q: When the Nashtah Pup deploys, does it gain charges equal to the charge limit from the ship card with the Hound’s Tooth?
A: No, when the Nashtah Pup deploys via emergency deployment, it gains the number of active and inactive charges that the ship with the Hound’s Tooth had before it was destroyed.

Q: Does the Autopilot Drone [Escape Craft]’s ability trigger if it is destroyed by another method other than running out of charges?
A: No.

Q: If a ship with Cloaking Device [ /// ] rolls a focus result and then fails while attempting to decloak, what happens?
A: The ship does not remove its cloak token.

Q: Can a ship use Elusive [ /// ] to recover charges on other upgrades by fully executing red maneuvers?
A: No. Elusive and other effects that refer to recovering charges only apply to the charges of that specific card, unless the effect explicitly states otherwise (such as Chopper [Rebel, Crew]).

Q: Does Kavil (Scum, BTL-A4 Y-wing) roll an additional attack die when attacking with a turret weapon when the turret arc indicator is set to his front arc?
A: Yes. Additionally, note that Kavil would roll an additional attack die when performing an attack that specifies bullseye arc, even though the target is also by definition in his front arc.

Q: If Lieutenant Sai [Lambda-class Shuttle] coordinates a ship and it performs an action followed by a linked action, can Lieutenant Sai perform the linked action instead of the initial action?
A: No. Lieutenant Sai can only perform the initial action.
Q: Airen Cracken [Z-95 Headhunter]'s pilot ability allows another friendly ship to "perform an action, treating it as red." Can that ship choose to perform a red action, treating it as red? Can it choose to perform a purple action, treating it as red?
A: It can perform a red action, treating it as red. However, because purple is more difficult than red, it cannot perform a purple action, treating it as red.

Q: Does the StarViper-class Attack Platform's ship ability [Microthrusters] apply to the barrel roll that results from becoming 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 a TIE Advanced x1 that rolled 1 additional die from Advanced Targeting Computer spend the lock later in the attack? If it does, can it change 1 ⚫ into a ⚫?
A: While performing an attack, a TIE Advanced x1 can spend its lock to reroll attack dice after rolling 1 additional die.

Q: After being destroyed, can "Deathfire" [TIE Bomber] launch a device that cannot normally be launched?
A: No.

Q: If "Deathfire" [TIE Bomber] (or a ship with Paige Tico [ ]) equipped] placed a device during the System Phase, can that ship drop a bomb after being destroyed?
A: Yes. A ship can only place a device once during the System Phase, but it can drop an additional bomb as instructed by its pilot (or upgrade) ability.

Note however that some cards that can place devices at times other than the System Phase (such as Edon Kappelh [IM-100 Starfighter]) and "Genius" [ ][1] contain the text: "If you have not dropped or launched a bomb this round," which would prevent them from placing a subsequent device if they had placed one in the System Phase.

Q: What ship's initiative does Listening Device condition assigned by Informant [ ] trigger at?
A: Listening Device's effect triggers at the initiative of the ship that has the condition.

Q: If a ship would gain a disarm token as part of paying the cost of an effect, such as Foreman Proach [Modified TIE/In Fighter] or Quinn Jast [M3-A Interceptor], but Overseer Yushyn [Modified TIE/In Fighter] causes them to gain a stress token instead, does the effect still resolve?
A: Yes. Overseer Yushyn's ability (or Upgrade) 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.
APPENDIX: HUGE SHIPS
Huge ships function similarly to standard ships, and obey the rules in the glossary except as noted in this appendix. There are also several example diagrams for huge ship movement and turret arc placement at the end of this section.

ATTACKS
During the Engagement Phase, each huge ship may perform multiple attacks.

STANDARD ATTACK
During its engagement, a huge ship may perform one standard attack which is either a primary attack or special attack with an "Attack:" header. This is resolved in the same manner as a standard ship (see Attack).

BONUS ATTACKS
When an attack granted by a special weapon has the "Bonus Attack:" header, a huge ship equipped with that upgrade may perform the listed bonus attack while it engages, before or after its standard attack. Additionally:
• A huge ship may perform any number of bonus attacks each round.
• A huge ship can use each "Bonus Attack:" or "Attack:" header only once per round.

FIrING ARCS
Huge ships have standard firing arcs as denoted on their ship cards. By default, their primary attacks can be made at range 1–3.

ATTACK RANGE 4–5
Unlike standard ships, huge ships can sometimes perform attacks at range 4–5. Some special weapons and abilities can extend a huge ship's firing arcs to range 4 or 5 while a weapon with that range requirement occupies that arc or that ability is active.

If a ship's front arc [\], full front arc [\], or full rear arc [\] extends to range 4 or 5, its bullseye arc [\] extends to range 4 or 5.

DEFENDING AT RANGE 4–5
While a ship defends, if the attack is range 4–5, and the attack does not have the ordnance icon, the defender rolls two additional defense dice.

DAMAGE CARDS
Huge ships use the huge ship damage deck instead of the standard damage deck. Each side should use its own huge ship damage deck. The rules for the huge ship damage deck are described below.

FACEDOWN DAMAGE CARDS
If a huge ship has suffered more than four facedown damage cards, it is suggested that players arrange the ship's damage cards in groups of five. This makes it easier to count and track damage during a game.

FACEUP DAMAGE CARDS
Each card in the huge ship damage deck has two effects: a primary effect (on the bottom), which functions like the effect of any other faceup damage card, and a PRECISION SHOT effect (on the top), which is an additional effect that attackers can apply when firing from certain angles.

While a huge ship defends, if it is dealt a faceup damage card, resolve the precision shot effect only if the attacker is in the specified arc of the defending huge ship: side arc, full front arc, full rear arc, or bullseye arc. Note that precision shot effects trigger only if a huge ship is defending.

After resolving the precision shot effect (if applicable), apply the primary effect of the faceup damage card. Slide the card underneath the ship card or its other faceup damage cards such that only the primary effect is visible.

DOCKING WITH HUGE SHIPS
Some upgrades allow standard ships to dock with huge ships. While a docked ship deploys, it may execute its maneuver from the front or rear guides, or by aligning the center of its maneuver template to the huge ship's center line.

During the System Phase, any number of ships docked to a huge ship may deploy from it. If a ship cannot be placed while being deployed, it is destroyed.

During the System Phase, one or more standard ships may dock with a huge ship carrier at range 0–1.

ENERGY (◊)
Energy (◊) is a type of charge that follows all the standard rules for charges (see Charge). Additionally:
• If an upgrade card has an energy capacity, this increases the energy capacity of the ship. The ◊ are placed above the ship card it is attached to (not the upgrade card).
• ◊ During the End Phase, each ship with an energy capacity recovers only a number of ◊ equal to the recurring charge symbols on its ship card, regardless of the number of recurring charge symbols that appear on its upgrade cards.
• ◊ If an upgrade card instructs the ship to spend ◊, those ◊ are spent from the ship card.

ENGAGEMENT VALUE
Each huge ship has an ENGAGEMENT VALUE, a second orange number printed beneath its initiative value. During the Activation Phase, a huge ship activates according to its initiative value, like normal. However, a huge ship engages during the Engagement Phase at the initiative of its engagement value instead.

ION
A huge ship is IONIZED while it has six or more ion tokens. Otherwise, an ionized huge ship behaves in the same manner as an ionized standard ship (see Ion).

MOVEMENT
Huge ships are limited to straight [\], bank [\] or [\], and stop [\] maneuvers. To execute these maneuvers, huge ships use the huge ship maneuver tool.

STRAIGHT [\] MANEUVERS
The straight edge of the huge ship maneuver tool is used for executing straight maneuvers. This edge has six lines that players use to execute straight maneuvers at various speeds.

To execute a straight maneuver, a player follows these steps:
1. **Align Tool**: The player places the straight edge of the maneuver tool against one of the long edges of the huge ship’s base. Then the player aligns the speed 0 line of the tool to the huge ship’s center line.

2. **Move Ship**: The player moves the huge ship along the tool until the ship’s center line is aligned with the speed that corresponds to the maneuver’s speed. Then the player returns the tool to the supply and the maneuver is complete.

When executing a straight maneuver, the base of the huge ship might overlap another ship or obstacle (see Overlapping Objects).

**Bank Maneuvers [\ and \]**

The hook and jagged edge of the maneuver tool are used for executing bank maneuvers. This edge has four lines, which players use to execute bank maneuvers at various speeds. See Example of a [2 \] Maneuver for a full visual.

To execute a bank [\ or \] maneuver, a player follows these steps:

1. **Position Tool**: The player positions the maneuver tool by sliding the tool’s hook underneath the opening of the huge ship’s base so it fits into the base’s left groove (for a \) or right groove (for a \). Both the hook and the tool’s edge should be flush against the huge ship’s base.

2. **Place Huge Ship**: The player places the huge ship so the front right corner of its base (for a \) or front left corner of its base (for a \) is pressed into the corner of the maneuver tool that corresponds to the speed of the bank maneuver (shown below).

When executing a speed 0 bank, the player aligns the front edge of the ship’s base with the speed 0 line on the tool (shown below).

**Overlapping Objects**

Huge ships have additional rules for overlapping objects that they use in place of the rules used by standard ships.

**Overlapping Obstacles**

After a huge ship overlaps an obstacle, the obstacle is removed from the play area. Then the huge ship suffers an effect according to the type of obstacle it overlapped, as follows:

- **Asteroid or Debris Field**: The huge ship suffers one ⚤ damage and gains one stress token.
- **Gas Cloud**: The huge ship gains one jam token.

Then the huge ship continues to resolve its activation. It does not skip its Perform Action step.

**Overlapping Huge Ships**

During the Activation Phase, if a huge ship overlaps another huge ship, it executes a maneuver that is one speed lower than what was revealed on its dial. The huge ship repeats this process until it does not overlap another huge ship, executing a stationary maneuver [\] if it was executing a speed 0 bank). See Example of Overlapping a Huge Ship.

Then the ship that executed the maneuver and each huge ship that it overlapped suffers ⚤ damage equal to the speed of the maneuver on the overlapping ship’s dial.

If a standard ship (a small, medium, or large ship) overlaps a huge ship, it resolves the overlap using the same rules used for overlapping a standard ship.

**Overlapping Standard Ships**

After a huge ship overlaps a standard ship, the standard ship suffers ⚤ damage equal to the speed of the huge ship’s revealed maneuver. Then, the standard ship is picked up and set aside until the huge ship completes its maneuver. See Example of Overlapping a Standard Ship.

After the huge ship completes its maneuver, each standard ship that was picked up is placed in the huge ship’s full rear arc [●] at range 0–1. Starting with the first player, players take turns placing any of their standard ships that were picked up. Any standard ship that cannot be placed is destroyed. After a player places their ship, they must choose an opponent, who may rotate the overlapping ship’s dial.

After all ships are placed, the huge ship rolls one attack die for each small ship it overlapped, two for each medium ship, and three for each large ship; for each ⚤ result, the huge ship gains one stress token, and for each ⚤ result the huge ship suffers one ⚤ damage.

**Obstruction by Huge Ships**

While a huge ship obstructs an attack, the defender rolls one additional defense die.

**Precision Shot**

See Damage Cards.

**Red Maneuvers**

While a huge ship executes a red maneuver:

- If it has one or more active energy (●), it loses one ● instead of gaining one stress during the Check Difficulty step.
- If it has zero ● and is not stressed, it gains one stress token during the Check Difficulty step.
- If it has zero ● and is stressed, it executes a white [2 \] maneuver instead of the maneuver on its dial.

**Stationary Maneuver [●]**

A huge ship executes a stationary maneuver [0 ●] following the stationary maneuver rules for standard ships.

**“Move” and “Rotate” Effects**

If another card’s effect instructs a huge ship to move or rotate its base a number of degrees, it does not move or rotate its base. Such effects include:

- Barrel Roll
- Boost
- Cloak/Decloak
- SLAM
- Any effect that calls for a base rotation (e.g. “rotate your base 90°” or “rotate your base 180°”) to occur.
RESOURCES TRACKERS
Huge ships use resource trackers to note their current active energy (●) and active shields (○). To use a resource tracker:

- When a huge ship loses ○ or ●, reduce the relevant tracker by that amount.
- When a huge ship recovers ○ or ●, increase the relevant tracker by that amount, to a maximum of its energy or shield value, respectively.

SETUP
Players set up a game with huge ships using the same steps used for a standard game of X-Wing, with the following additions:

**Gather Forces:** Set each huge ship’s resource tracker so its shield and energy values match those shown at the bottom of its ship card. Place any turret arc indicators and their associated markers (see Turret Arc Indicators).

**Place Forces:** Place huge ships before all other ships. If there are multiple huge ships, they are placed in descending order according to their initiative value.

Like a large ship, a huge ship’s base may extend outside of its side’s setup area as long as it fills the length of that area. It cannot be placed with any portion of its base outside the play area.

**Prepare Other Components:** Players shuffle the huge ship damage deck and place it facedown outside the play area. If the players have more than one huge ship damage deck, each player uses their own deck. Additionally, players place the huge ship maneuver tool outside the play area.

STRESS
After a huge ship gains a stress token, it must spend one ○ to remove a stress token, if able. After a huge ship recovers ●, it must spend one ○ for each stress token it has. Then it removes one stress token for each ○ it spent this way.

Otherwise, a huge ship interacts with stress tokens in the same manner as a standard ship (see Stress).

TRACTOR
A huge ship is tractorRed while it has six or more tractor tokens. After a huge ship becomes tractored, it is not moved as a standard ship would be.

Otherwise, a huge ship interacts with tractor tokens in the same manner as a standard ship (see Tractor).

TURRET ARC INDICATORS
A huge ship can have up to two turret arc indicators if it equips two upgrades that grant it a ● or ○ arc indicator.

If a huge ship has two upgrades that grant it a turret arc, place one turret arc indicator on one mount and a different colored turret arc indicator on the other mount. Then place the position marker that matches the color and type of indicator on the upgrade card that grants the ● or ○. See Example of Tracking ● on a Huge Ship.

Each indicator is associated with the upgrade that has the matching position marker. Since the indicators correspond to different weapons, each indicator can be pointed at different arcs or at the same arc. Regardless of whether a turret arc indicator is on the front or rear mount, its firing arcs are always measured from the center of the ship, not from the mount. Additionally, regardless of which mount they are on, both indicators behave similarly and occupy the arc they are pointing toward: ●, ○, ●, or ○. See Example of a Huge Ship with Multiple ○.

When a huge ship is instructed to rotate its turret arc indicator—such as via the rotate ○ action—it can rotate either or both of its turret arc indicators.

HUGE SHIP EXAMPLES
This section contains diagrams for huge ships.

**EXAMPLE OF A [2 /] MANEUVER**
This example shows how a huge ship executes a bank maneuver.

**EXAMPLE OF OVERLAPPING A HUGE SHIP**
This example shows how a huge ship overlap of another huge ship is resolved.

**Fig. 1a: Position tool (before)**

**Fig. 1b: Place ship (after)**

**Fig. 2a: The Raider-class corvette is attempting to execute a 12 / maneuver.**

**Fig. 2b: The Raider-class corvette would overlap the CR90 corvette.**

**Fig. 2c: To resolve this, the Raider instead executes a 11 / maneuver, since it is a speed 1 lower maneuver that does not cause it to overlap the CR90.**
**EXAMPLE OF OVERLAPPING A STANDARD SHIP**
This example shows how a huge ship overlap of a standard ship is resolved.

![Fig. 3a: The Raider-class corvette would overlap the YT-1300.](image)

To resolve this, the YT-1300’s player picks it up and sets it aside.

**EXAMPLE OF A HUGE SHIP WITH MULTIPLE 6**
This CR90 has a Point-Defense Battery [6] and a Turbolaser Battery [6] equipped. The Point-Defense Battery's black 6 turret arc indicator was placed on the front mount and the Turbolaser Battery's white 6 turret arc indicator was placed on the rear mount.

![Example of Turbolaser Battery Setup](image)

Additionally, the corresponding white 6 mount marker is placed on the Turbolaser Battery upgrade card.

**EXAMPLE OF TRACKING 6 ON A HUGE SHIP**
This CR90 has a Point-Defense Battery [6] equipped, so a 6 turret arc indicator needs to be placed on a mount. A black indicator is selected and placed on the front mount.

![Fig. 3b: After the Raider moves, the YT-1300’s player places it in the Raider’s full rear arc [6] at range 0–1.](image)

Since the black 6 was used on the front mount, the corresponding black 6 mount marker is placed on the Point-Defense Battery upgrade card.

![Example of Point-Defense Battery Setup](image)

If CR90 tried to attack this TIE fighter, the attack range for the Turbolaser Battery would be range 1, which is too close, but the range for both the Point-Defense Battery and its primary weapon is range 2.

![This CR90 also has a Turbolaser Battery [6] equipped. Since a black turret arc indicator was used on the front mount, the white 6 is used for the rear mount.](image)

**EXAMPLE OF TRACKING 6 ON A HUGE SHIP**
This CR90 has a Point-Defense Battery [6] equipped, so a 6 turret arc indicator needs to be placed on a mount. A black indicator is selected and placed on the front mount.

![Fig. 3b: After the Raider moves, the YT-1300’s player places it in the Raider’s full rear arc [6] at range 0–1.](image)

Since the black 6 was used on the front mount, the corresponding black 6 mount marker is placed on the Point-Defense Battery upgrade card.

**EXAMPLE OF TRACKING 6 ON A HUGE SHIP**
This CR90 has a Point-Defense Battery [6] equipped, so a 6 turret arc indicator needs to be placed on a mount. A black indicator is selected and placed on the front mount.

![Fig. 3b: After the Raider moves, the YT-1300’s player places it in the Raider’s full rear arc [6] at range 0–1.](image)

Since the black 6 was used on the front mount, the corresponding black 6 mount marker is placed on the Point-Defense Battery upgrade card.

**EXAMPLE OF TRACKING 6 ON A HUGE SHIP**
This CR90 has a Point-Defense Battery [6] equipped, so a 6 turret arc indicator needs to be placed on a mount. A black indicator is selected and placed on the front mount.

![Fig. 3b: After the Raider moves, the YT-1300’s player places it in the Raider’s full rear arc [6] at range 0–1.](image)

Since the black 6 was used on the front mount, the corresponding black 6 mount marker is placed on the Point-Defense Battery upgrade card.

![This CR90 also has a Turbolaser Battery [6] equipped. Since a black turret arc indicator was used on the front mount, the white 6 is used for the rear mount.](image)