STAR WARS™

X-WING™ MINIATURES GAME

X-WING™ FAQ

SUMMARY OF CHANGES IN THIS VERSION

VERSION 4.2.3 / EFFECTIVE 10.24.2016

- Errata, Pages 2, 3
- Rules Clarifications, Pages 5, 7
- Card Clarifications Pages 8, 12–19
- FAQ Page 19, 20

All changes and additions made to this document since the previous version are marked in red.

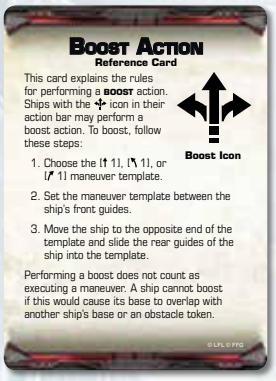
Section 1: Errata

This section describes official changes to rule text and cards.

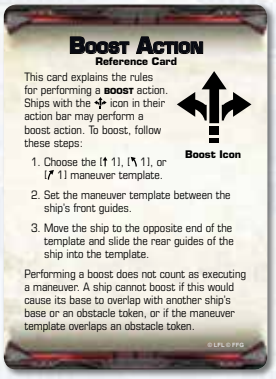
BOOST ACTION REFERENCE CARD

The last sentence of this card should read:

"A ship cannot boost if this would cause its base to overlap with another ship's base or an obstacle token, or if the maneuver template overlaps an obstacle token."



Original card



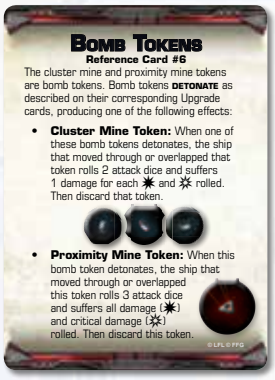
Corrected card

BOMB TOKENS REFERENCE CARDS #4, #6

The Cluster Mines section of these cards should read:

- **Cluster Mine Token:** When one of these bomb tokens detonates, the ship that moved through or overlapped that token rolls 2 attack dice and suffers 1 damage for each ✸ and ✵ rolled. Then discard that token.

Original card



Corrected card

DECLOAK REFERENCE CARD

This card should read:

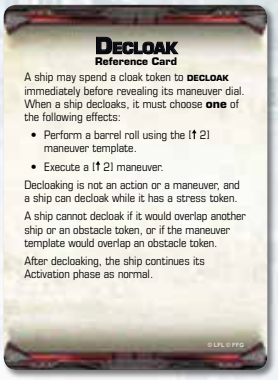
"At the start of the Activation phase, after players have resolved all other abilities that trigger at the start of the Activation phase, each ship may spend a cloak token to **DECLOAK,** starting with the ship with the lowest pilot skill (using initiative to break ties). When a ship decloaks, it must choose **one** of the following effects:

- Perform a barrel roll using the [↑ 2] maneuver template.
- Perform a boost using the [↑ 2] maneuver template.

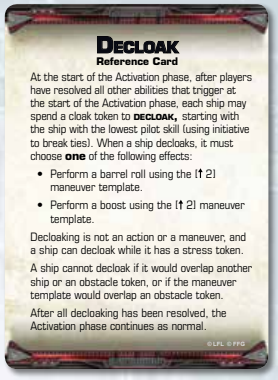
Decloaking is not an action or a maneuver, and a ship can decloak while it has a stress token.

A ship cannot decloak if it would overlap another ship or an obstacle token, or if the maneuver template would overlap an obstacle token.

After all decloaking has been resolved, the Activation phase continues as normal."



Original card



Corrected card

TRACTOR BEAM REFERENCE CARD

This card should read:

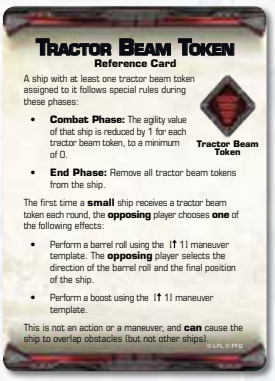
"A ship with at least one tractor beam token assigned to it follows special rules during these phases:

- Combat Phase: The agility value of that ship is reduced by 1 for each tractor beam token, to a minimum of 0.
- End Phase: Remove all tractor beam tokens from the ship.

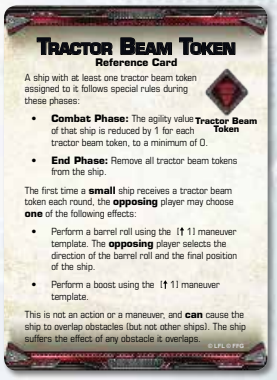
The first time a small ship receives a tractor beam token each round, the opposing player may choose one of the following effects:

- Perform a barrel roll using the [↑ 1] maneuver template. The opposing player selects the direction of the barrel roll and the final position of the ship.
- Perform a boost using the [↑ 1] maneuver template.

This is not an action or a maneuver, and can cause the ship to overlap obstacles (but not other ships). The ship suffers the effect of any obstacle it overlaps."



Original card



Corrected card

RULES REFERENCE (OBSTACLES, PAGE 14)

The following section should be added after the third paragraph of the Obstacles entry:

"After a ship's base or maneuver template overlaps an obstacle, and the overlap is not from executing a maneuver, it suffers an effect based on the type of obstacle:

- **Asteroid:** The ship rolls 1 attack die. On a ✸ result, it suffers one damage; on a ✵ result, it suffers one critical damage. While a ship is overlapping an asteroid, it cannot perform any attacks.
- **Debris Cloud:** The ship receives 1 stress token. Then, the ship rolls 1 attack die. On a ✵ result, it suffers one critical damage."

RULES REFERENCE (STRESS, PAGE 18)

The fourth bullet point in the Stress entry should read:

- A stressed ship cannot execute red maneuvers or perform actions. If a stressed ship reveals a red maneuver (and cannot use a game effect to rotate its dial or execute a non-red maneuver instead), the owner moves the ship as if it were a white [↑ 2] maneuver instead. The speed, bearing, and difficulty of this maneuver cannot be changed.

Original card

Accuracy Corrector

This card should read:

"When attacking, during the "Modify Attack Dice" step, you may cancel all of your dice results. Then, you may add 2 ✷ results to your roll.

Your dice cannot be modified again during this attack."

Original card

•"Genius"

This card should read:

"If you are equipped with a bomb that can be dropped when you reveal your maneuver, you may drop the bomb after you execute your maneuver instead."

Original card

Autothrusters

This card should read:

"When defending, if you are inside the attacker's firing arc beyond Range 2 or outside the attacker's firing arc, you may change 1 of your blank results to a ↯ result. You can equip this card only if you have the ✢ action icon."

Original cards

Gunner & Luke Skywalker

The first sentence on both of these cards should read:

"After you perform an attack that does not hit, you may immediately perform a primary weapon attack."

Original card

Crack Shot

This card should read:

"When attacking a ship inside your firing arc, at the start of the 'Compare Results' step, you may discard this card to cancel 1 of the defender's ↯ results."

Original card

"Heavy Scyk" Interceptor

The text on this card should be followed by the phrase:

"Increase your hull value by 1."

Original card

Daredevil

This card should read:

"**Action:** Execute a white [↰ 1] or [↱ 1] maneuver. Then, receive 1 stress token. Then, if you do not have the ✢ action icon, roll 2 attack dice. Suffer any damage [✷] and critical damage [✸] rolled."

Original card

Lone Wolf

This card should read:

"When attacking or defending, if there are no other friendly ships at Range 1–2, you may reroll 1 of your blank results."

Original card

Deadeye

The text on this card should be preceded by the phrase:

"*Small ship only.*"

Original card

Proximity Mines

This card should read:

"**Action:** Discard this card to drop 1 proximity mine token. When a ship's base or maneuver template overlaps this token, this token **detonates**."

Note that a Proximity Mine token that is dropped on a ship is placed under the ship's base and does immediately detonate. A ship is also considered to be overlapping a Proximity Mine token when it executes a maneuver, decloaks, or performs a boost or barrel roll.

Original card

Expert Handling

This card should read:

"**Action:** Perform a free barrel roll action. If you do not have the 🔊 action icon, receive 1 stress token. You may then remove 1 enemy target lock from your ship."

Original card

Reinforced Deflectors

The first sentence should read:

"After defending, if you suffered a combination of 3 or more damage and critical damage during the attack, recover 1 shield (up to your shield value)."

Original card

Salvaged Astromech

This card should read:

"When you are dealt a faceup Damage card with the Ship trait, you may immediately discard that card (before resolving its effect). Then, discard this Upgrade card."

Original card

Stay on Target

This card should read:

"When you reveal a maneuver, you may rotate your dial to another maneuver with the same speed. Treat your maneuver as a red maneuver."

Original card

Swarm Tactics

This card should read:

"At the start of the Combat phase, you may choose 1 friendly ship at Range 1. Until the end of this phase, treat the chosen ship as if its pilot skill were equal to your pilot skill."

Original card

Tactician

The text on this card should be preceded by the keyword:

"*Limited.*"

Original card

"Wampa"

This card should read:

"When attacking, at the start of the 'Compare Results' step, you may cancel all dice results. If you cancel a ✲ result, deal 1 facedown Damage card to the defender."

Section 2: Rule Clarifications

This section explains various rules interactions and makes other clarifications.

Altered Pilot Skill

Some abilities alter the pilot skill value of a ship. If several game effects alter the pilot skill of a ship, only the most recent effect is applied. For example, if a Green Squadron Pilot equips Veteran Instincts, it increases its pilot skill from 3 to 5. However, if it later receives the "Damaged Cockpit" Damage card faceup, its pilot skill is reduced from 5 to 0 (rather than 2). Next round, however, Wedge Antilles can use Swarm Tactics to raise its pilot skill to 9.

Additionally, during the Combat phase, if the pilot skill of a ship that has not activated this phase changes to be higher than the current active ship, that ship does not become the active ship this phase. For example, if Tel Trevura has the "Damaged Cockpit" Damage card and is destroyed (for the first time) by a ship at pilot skill 5, he discards his damage cards. Therefore, his pilot skill changes to 7 and he cannot become the active ship this phase.

Assigning a Token to Your Ship

When an ability instructs you to assign a token to your ship, this is different than performing a free action that provides the same token. For example, Kyle Katarn's (pilot) ability allows you to "assign 1 of your focus tokens to another friendly ship at Range 1–3." A ship that has a focus or evade token assigned to it can still perform that action during the round.

"At" vs. "Within"

"At" means the closest part of the target's base touches that range section. For example, when attacking a ship whose base touches both Range 2 and Range 3, that ship is at Range 2. "Within" means wholly within. For example, normal tournament deployment is "within Range 1 of the table edge."

Acquiring a Target Lock

When acquiring a target lock, a player must first declare the intended target. Then, he measures range to the declared target to see if the target is within legal range. If the target is in range, the ship performing the action must acquire a target lock on the target. If the target is not in range, the player may declare a different target, or he may declare a different action.

Assigning Incorrect Ship Dials

If a player assigns the wrong ship dial to his ship (for example, assigning a B-wing dial to an X-wing), when he reveals the dial he must inform his opponent of the error. If the revealed maneuver is a legal maneuver for that ship (for example, the revealed B-wing dial shows a red [↑ 4] maneuver, a maneuver whose bearing and speed also appears on the X-wing ship dial), it is executed with the proper difficulty of the maneuver (in this example, white). If the revealed maneuver is not a legal maneuver for that ship (for example, the B-wing dial shows a red [↰ 1] maneuver, a maneuver that does **not** appear on the X-wing ship dial), the player's opponent chooses which legal maneuver from that ship's actual dial that ship will perform.

Bumping Ships

If a player knocks a ship over, he must endeavor to replace it exactly as he found it. If there is any disagreement about its placement, the player's opponent has final say over its position, though he must attempt to match the ship's original position.

Illegal Dial

If a player reveals a dial that is stuck between two different maneuvers in such a way that it is impossible to determine which maneuver was selected, the player's opponent chooses which of those two maneuvers that ship will perform.

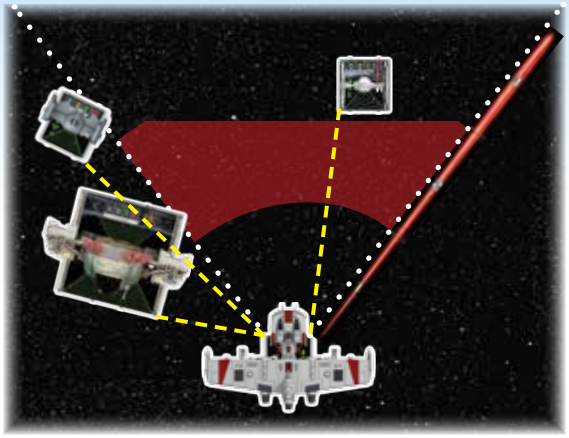
Increasing and Reducing Values

When multiple card effects or abilities increase or reduce a value, such as agility, ignore any "to a minimum of 0" restrictions until the calculation is complete. For example, if a ship with a printed agility value of "0" and the "Structural Damage" Damage card (reducing its agility by 1 to a minimum of 0) uses Countermeasures, (increasing its agility by 1) its agility is "0."

Inside Firing Arc at Range X

Some card abilities use the expression "inside firing arc at Range X" or "inside firing arc beyond Range X." This compound phrase defines a specific situation where the closest point to closest point distance between two ships, when measured inside firing arc, is at a specific range band. See the diagram below.

Inside Firing Arc at Range X Example



A K-wing equipped with the Tactician Upgrade card is attacking with its turret primary weapon, and has a choice of three possible targets. If it attacks the TIE fighter, Tactician would trigger, since the TIE fighter is inside arc at Range 2. If it attacks the Firespray-31, it would roll 1 additional attack die, because the closest point to closest point measurement between the K-wing and the Firespray-31 is Range 1, and trigger Tactician, because the Firespray-31 is inside arc at Range 2. If the K-wing attacks the TIE Adv. Prototype (which is equipped with Autothrusters), the closest point to closest point measurement between the K-wing and the TIE Adv. Prototype is Range 2, but the TIE Adv. Prototype is inside arc at Range 3. Therefore, the TIE Adv. Prototype will not roll an additional defense die and Tactician will not trigger, but Autothrusters will trigger.

Measuring Range

Players may **only** measure range and/or use the range ruler to determine whether a ship is inside or outside of a firing arc at the following times:

- When a ship becomes the active ship during the combat phase, the active player can measure range from the active ship to any enemy ships before declaring one as its target.
- When a player declares a ship's ability that requires another ship (or ships) to be at a certain range, the player trying to resolve the ability can measure range from their ship to any valid ships before resolving the ability.
- After declaring the intended target of a target lock action, the active player may measure range to the intended target, and only to the intended target.

Missed Opportunities

Occasionally, players forget to resolve important effects during the course of a game. At formal and premier events, once an opportunity is missed and play has proceeded past that timing window, the opportunity is lost:

- If a player forgets to perform an action with a ship and play has proceeded to the next ship (a dial has been revealed, a maneuver has been executed, etc.), that ship loses its chance to perform an action.
- If a player forgets to place a maneuver dial next to a ship, but tells his opponent he is ready to begin the round, once play has proceeded to the first ship (a dial has been revealed, a maneuver has been executed, etc.), he may no longer place a dial. Instead, when that ship activates, the player's opponent chooses the maneuver that ship will perform. No actions may be taken before this maneuver, but play proceeds normally after the maneuver has been executed.
- If a player forgets to declare a game effect during a specific timing window (such as declaring the target of Swarm Tactics at the start of the Combat phase), he may not execute that game effect at a later time.

Open, Derived, and Hidden Information

- Open information is any information about the game, game state, or ships that is available to all players. This includes faceup damage cards, any relevant tokens, rules concerning a particular bomb or other munition, discarded upgrade cards, and any other information continuously available to all players.

  All players are entitled access to open information and cannot hide open information from an opponent or omit specific details. A player must allow his or her opponent to discover the information themselves if they attempt to do so.
- Derived information is any information about the game, game state, or ships all players have had the opportunity to learn through card/game effects or through the process of deduction using open information. This includes a player's current score, how many Direct Hit damage cards might remain in a damage deck, which ship a dial belongs to, etc.

  Derived information may be marked with the use of a token or other indicator so that players remember the information. A player cannot misrepresent derived information or hide the open information necessary to discover derived information.

  If derived information is dependent on a player's previous decision or action, he or she must answer truthfully when asked about that decision or action. For example, Steph chooses to use Corran Horn's ability during the End phase. During the following Planning phase, Bryan forgets whether Corran Horn used his ability or not and asks Steph. Steph must answer honestly that Corran Horn did use his ability the previous turn.
- Hidden information is any information about the game, game state, or ships unavailable to one or more players. This includes facedown damage cards, facedown maneuver dials, cards within the damage deck, etc.

  A player cannot learn hidden information without the aid of a game effect, rule, or another player verbally communicating the information. However, if a player that has access to hidden information about the game or a card and chooses to verbally share it with his or her opponent, that player is not required to tell the truth.

Overlapping In-line Ships

Sometimes a round will end with two ships touching each other, parallel, and facing the same direction. After both ships execute a maneuver of the same speed or perform the same boost or barrel roll action, they are not touching even if their bases are still in physical contact (unless they overlapped).

Parallel Ships and Attacking

If an attacking ship is perfectly parallel to the defender such that there are multiple "closest points" on the defender's base or the closest point cannot be accurately determined, the attacker chooses where to draw the closest point to closest point line.

Performing a Barrel Roll

When performing a barrel roll, a player must first declare from which side of the ship's base the action will be performed. Then, he measures to see if the ship is able to perform a barrel roll action to any legal area on the declared side, moving the template as necessary. If the ship can perform the barrel roll action on the declared side, it must do so. If the ship cannot perform the barrel roll action, the player may declare a barrel roll in the other direction, or he may declare a different action.

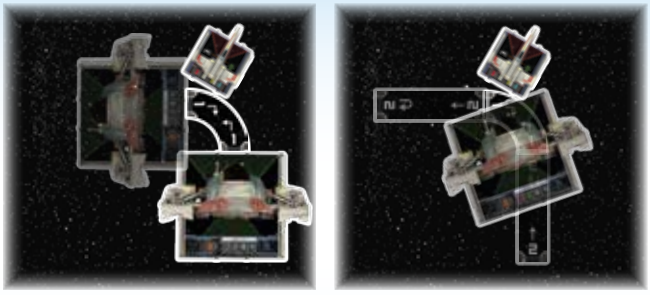
Performing a Boost

When performing a boost, a player must declare which maneuver template and direction he will use. Then, he measures to see if the ship is able to perform a boost action with the declared template in the desired direction. If the ship can perform the boost action, it must do so. If the ship cannot perform the boost action, the player may declare a different maneuver template or direction to use, or he may declare a different action.

Resolving Large Ship Collisions

It can sometimes be difficult to precisely resolve collisions. This is especially true for a large ship attempting to perform a turn maneuver that overlaps another ship. To accurately resolve these collisions, set the turn template in place to mark the position of the large ship, remove the ship from the play area temporarily, and place a [↑] template on each end of the turn template. Then, resolve the collision as normal, moving the ship backward along the template until it no longer overlaps another ship. Use the [↑] templates as a visual reference while moving the ship, adjusting the ship so that the front and rear guides remain centered over the templates.

Large Ship Collision Example



Boba Fett attempts to execute a [↰ 1] turn maneuver that causes it to overlap Rookie Pilot. The Imperial player backs Boba Fett along the template until it is no longer overlapping. He keeps the center of the front and back guides centered over the straight templates.

Revealing Red Maneuvers

When a player reveals a red maneuver for a stressed ship, he has an opportunity to resolve card effects that change the maneuver's difficulty or change the maneuver to a different one (Adrenaline Rush, Navigator, etc.). After resolving these effects, if the ship would still be executing a red maneuver, the owner moves the ship as if it were assigned a white [↑ 2] maneuver instead. The speed, bearing, and difficulty of this maneuver cannot be changed.

Rolling Dice

When a player is required to roll attack or defense dice, if he rolls too many dice, he must pick up all of his dice and reroll them. If he rolls too few dice, he must leave the roll intact and roll the required number of additional dice, adding the new results to the original roll.

When a player is instructed to reroll a number of dice, he must choose all of the dice that he will reroll before rerolling any.

If a rolled die is cocked (not level), it must be rerolled.

SLAM while Ionized

An ionized ship with SLAM in its action bar can perform a SLAM action after executing the white [↑ 1] from being ionized. The player chooses a maneuver on the ship's dial that is a 1-speed maneuver.

Spending Tokens

When attacking, players may spend target locks and choose to reroll 0 attack dice. Additionally, players may spend a focus token even if they do not roll any 👁 results. When defending, players may spend focus tokens even if they do not roll any 👁 results and may spend evade tokens to add evade results in excess of the number of hit and critical hit results.

Focus, evade, and target lock tokens cannot be spent for their normal effect more than once during the "Modify Attack Dice" and "Modify Defense Dice" steps. For example, a ship cannot spend 2 evade tokens to add 2 evade results. However, a ship can spend more than 1 of each token on different effects, such as spending 1 focus token as the cost for Calculation and another focus token focus token for its inherent effect.

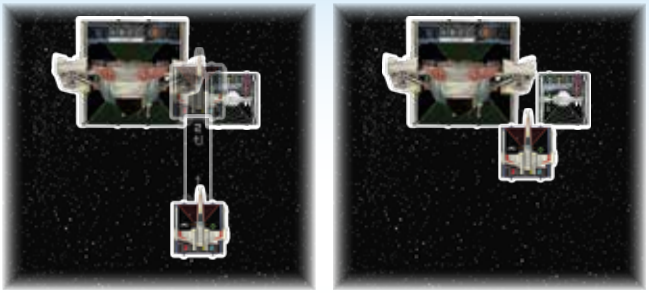
Touching and Stationary Maneuvers

If a ship begins its activation touching another ship and executes a [■ 0] maneuver (or executes a maneuver that does not move the ship away), the ships are considered touching. Ships that are touching remain touching until either ship moves away (so that the bases are no longer physically adjacent).

Touching Multiple Ships

A ship can end its maneuver touching multiple ships. If a ship overlaps two ships, and its own base ends its maneuver touching both ships it has overlapped after moving backwards along the template, the overlapping ship is considered to be touching both overlapped ships, and both overlapped ships are touching it.

Touching Multiple Ships Example



Rookie Pilot attempts to execute a [↑ 2] maneuver that causes it to overlap both Boba Fett and Obsidian Squadron Pilot.

The Rebel player moves Rookie Pilot backward along the template and determines that, because the Imperial ships are aligned, he must end his maneuver touching both ships.

Timing Chart for Performing an Attack

1. "Declare Target" step
   i. Measure range to enemy ships and check attacker's firing arc
   ii. Attacker chooses weapon
   iii. Declare target of the attack
   iv. Pay cost to perform the attack (if applicable)
   v. Target of the attack becomes the defender

2. "Roll Attack Dice" step
   i. Identify number of attack dice (from Ship card or secondary weapon)
   ii. Resolve abilities that increase or decrease the number of attack dice (including Range Combat Bonus)

3. "Modify Attack Dice" step
   - These abilities include adding, changing, and rerolling dice results. Dice can be modified multiple times, but each die can be rerolled only once.
   i. **Defender** resolves abilities that modify attack dice
   ii. **Attacker** resolves abilities that modify attack dice

4. "Roll Defense Dice" step
   i. Identify number of defense dice (from Ship card)
   ii. Resolve abilities that increase or decrease the number of defense dice (including Range Combat Bonus)

5. "Modify Defense Dice" step
   - These abilities include adding, changing, and rerolling dice results. Dice can be modified multiple times, but each die can be rerolled only once.
   i. **Attacker** resolves abilities that modify defense dice
   ii. **Defender** resolves abilities that modify defense dice

6. "Compare Results" step
   i. Resolve abilities that occur "at the start of the 'Compare Results' step"
   ii. Cancel pairs of ✸ and ⁓ results
   iii. Cancel pairs of ✵ and ⁓ results
   iv. Determine whether the defender is hit by the attack or the attack misses

Did the attack hit?

No

Yes

7. "Deal Damage" step
   i. Remove shield tokens to cancel ✸ results
   ii. Remove shield tokens to cancel ✵ results
   iii. The defender is dealt facedown damage cards for remaining ✸ results
   iv. The defender is dealt faceup damage cards for remaining ✵ results

Is this the **first** attack from a secondary weapon that says "Perform this attack twice"?

Yes

No

8. Identify abilities that trigger "after attacking" or "after defending" (that do not perform an attack)
   i. Resolve abilities of player with initiative
   ii. Resolve abilities of other player

9. Identify abilities that trigger "after attacking" or "after defending" that perform an attack (such as BTL-A4 Y-wing, Dengar [ship], Gunner, etc.)
   i. Player with initiative chooses 1 of his abilities to resolve
   ii. If no ability was chosen in step (i), the other player chooses 1 of his abilities to resolve
   iii. Any abilities that were not chosen, are added to the step 9 of the next attack

Is an ability being resolved during Step 9?

Yes

No

10. Remove destroyed ships
    - Remove the attacker if that ship was kept in play due to Simultaneous Attack Rule
    - Simultaneous Attack Rule may prevent a destroyed ship from being removed

Section 3: Card Clarifications

This section explains various card interactions and makes other clarifications.

Original Core Set Damage Cards

Blinded Pilot

A ship with Blinded Pilot assigned to it must perform an attack in order to flip this card facedown.

A ship with Blinded Pilot assigned to it may still use abilities that trigger after performing an attack, such as Darth Vader, Gunner, and Luke Skywalker, even though no attack dice are rolled.

A ship with two copies of Blinded Pilot assigned to it flips them both facedown after it performs an attack.

Damaged Cockpit

See 'Altered Pilot Skill' on page 5.

If Damaged Cockpit is flipped faceup during a round, its effect is applied on the round after it was flipped faceup.

Damaged Engine

A ship equipped with R2 Astromech that has Damaged Engine assigned to it treats all of its turn maneuvers [↰ and ↱] as red maneuvers, including the 1- and 2-speed turn maneuvers.

Adrenaline Rush **cannot** be used to treat a red turn [↰ or ↱] maneuver caused by a faceup Damaged Engine damage card as a white maneuver.

Damaged Sensor Array

A ship with Damaged Sensor Array assigned to it cannot perform the target lock action in its action bar, but may still acquire target locks through other means.

A ship with Damaged Sensor Array assigned to it can still perform actions from damage cards that have the '**Action**' header, that are granted by Upgrade cards (such as Marksmanship, Expert Handling, Lando Calrissian, or Ysanne Isard), or that are from pilot abilities (such as Jake Farrell), so long as those actions are **not** listed in that ship's action bar.

Stunned Pilot

Damage suffered from Stunned Pilot is in addition to any damage suffered from overlapping an obstacle.

If a ship with Stunned Pilot assigned to it executes a maneuver in which the maneuver template overlaps a ship or obstacle token, but the ship's final position does not overlap a ship or obstacle token, the effect of Stunned Pilot does not resolve.

The Force Awakens™ Core Set Damage Cards

Blinded Pilot

A ship that has a weapons disabled token or is overlapping an asteroid does not get an opportunity to attack during the Combat phase and therefore cannot turn Blinded Pilot facedown.

If a ship gets an opportunity to attack from a card effect (such as Dengar or Corran Horn), that ship can resolve one of those abilities and flips Blinded Pilot facedown.

A ship with this card cannot trigger Advanced Cloaking Device, Darth Vader (), Gunner, etc., as the ship cannot perform attacks.

Ship Cards

Airen Cracken

If Airen Cracken chooses a friendly ship to perform an action (such as target lock), but that ship cannot perform that action (because the enemy ship is out of range, for example), that ship may choose a different action **or** Airen Cracken may choose a new friendly ship at Range 1 to perform a free action.

"Backstabber"

"Backstabber" only rolls the additional attack die granted by his ability if no portion of his base is inside any of the defender's firing arcs.

A ship with a turret primary or a secondary weapon is still affected by "Backstabber" if no portion of his base is inside any of the defender's firing arcs.

Biggs Darklighter

Biggs Darklighter's ability does not trigger if the attacker chose a weapon that cannot target Biggs Darklighter.

See "Timing Chart for Performing an Attack" on page 7.

Boba Fett

If Boba Fett is equipped with Navigator and chooses a bank maneuver, when he reveals his dial he may rotate to any bank maneuver of any speed.

Bossk

When a ship is hit by Bossk's attack, Bossk may cancel a ✲ result to add 2 ✷ results before Draw Their Fire, Xizor's ability, and R4-D6 can be used.

Captain Jonus

If another friendly ship performs multiple attacks with a secondary weapon (such as Cluster Missiles), Captain Jonus may use his ability for each attack.

Captain Kagi

If an enemy ship equipped with Fire-Control System is at range to acquire a target lock on Captain Kagi and attacks a ship other than Captain Kagi, the target lock provided by Fire-Control System must be acquired on the defender, not Captain Kagi. If the enemy ship also has Weapons Engineer, its second target lock must be acquired on Captain Kagi.

If a ship already has a target lock on Captain Kagi, it cannot acquire a target lock on a different ship if it is at range to acquire a target lock on Captain Kagi.

If a ship attempts to acquire a target lock on an enemy ship but that ship could acquire a target lock on Captain Kagi instead, that ship cannot choose a different action and must acquire a target lock on Captain Kagi.

Captain Oicunn

See "Overlapping Inline Ships," "Touching and Stationary Maneuvers," and "Overlapping Multiple Ships" on Page page 6.

Captain Oicunn's ability only triggers after Captain Oicunn executes a maneuver.

Captain Yorr

If, through his pilot ability, Captain Yorr intercepts a stress token that is part of the cost of triggering an ability on another ship (such as Soontir Fel or Opportunist), that ability's effect does not resolve.

If Captain Yorr intercepts a stress token that was the result of an ability (such as Push the Limit), that ability resolves, then Yorr receives the stress token.

Chewbacca

Any time Chewbacca is dealt a faceup Damage card, he flips it facedown without resolving its effect, including the Injured Pilot Damage card (original Damage deck).

Damage cards flipped faceup by card abilities (such as Saboteur or Rexler Brath) are not considered "dealt," and therefore Chewbacca's ability does not apply.

Colonel Jendon

Colonel Jendon may assign 1 of his blue target lock tokens to a ship that does not have the target lock action listed in its action bar.

Colonel Vessery

If a friendly ship has a target lock on an enemy ship and Colonel Vessery spends his own target lock to attack that ship (for example, he spends his target lock to fire a Concussion Missile), he may immediately acquire a new target lock on that ship and spend it to reroll his attack dice.

Commander Kenkirk

See "Increasing and Reducing Values" on page 4.

Corran Horn

Corran Horn performs his additional attack at the **start** of the End phase, **before** evade and focus tokens are removed.

If both players field Corran Horn, the player with initiative chooses first whether or not to resolve his ability and attack. If the second Corran Horn is destroyed by this attack, do not remove him from the play area. He still has the opportunity to resolve his ability this round before he is removed.

"Dark Curse"

"Dark Curse" can be the target of a secondary weapon attack that requires the attacker to spend a focus token because "Dark Curse" becomes the defender after the cost for the attack is paid.

See "Timing Chart for Performing an Attack" on page 7.

Dash Rendar

When declaring a barrel roll or boost, Dash Rendar must choose whether or not to use his ability before measuring if he would overlap an obstacle.

If Dash Rendar receives the Stunned Pilot Damage card and executes a maneuver that causes him to overlap an obstacle token, he does **not** suffer damage.

Dengar

Dengar's ability resolves after any "after attacking" or "after defending" abilities that do not perform an attack. This is the same timing used by other abilities that perform an additional attack (such as Gunner). Additionally, this ability can occur even if Dengar was destroyed by the attack. See "Timing Chart for Performing an Attack" on page 7.

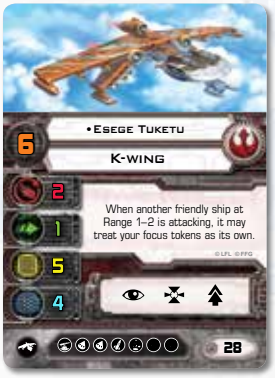
When Dengar is attacked by a ship that is at Range 1 of Biggs Darklighter, if Dengar chooses to use his ability, he attacks the ship that just attacked him rather than Biggs Darklighter.

"Echo"

When declaring a decloak, the player controlling "Echo" must declare both the side and direction of the decloak. If "Echo" can perform the decloak, she must do so. If "Echo" cannot perform the decloak, the player controlling "Echo" may declare a decloak in any other direction, or he may choose not to decloak.

Emon Azzameen

Before dropping a bomb, Emon Azzameen must declare what template he will use and in what direction he will drop the bomb. Once he has declared a template and direction, he is committed to dropping the bomb according to that declaration.



Esege Tuketu

If Esege Tuketu has a focus token and is at Range 1–2 of Poe Dameron when Poe Dameron attacks, Poe Dameron may trigger his pilot ability even if he has no focus tokens assigned to him.

"Fel's Wrath"

If Corran Horn destroys "Fel's Wrath" at the start of a round's End phase, "Fel's Wrath" is not removed until the end of the following round's Combat phase.

If Fel's Wrath has used his ability and destroys the last enemy ship, the match ends in a draw as "winning the game" is checked at the end of the round.

Garven Dreis

A ship may be assigned a focus token from Garven Dreis even if it has already performed a focus action earlier in the round.

A ship may spend a focus token during an attack even if there are 0 results to change (including an attack where no dice are rolled, such as when a ship has a faceup Blinded Pilot Damage card [original Damage deck]).

Garven may still use his ability after using R5-P9 even if he cannot recover any shields.

IG-88A

IG-88A's pilot ability does **not** allow him to gain shields above his starting shield value—he must lose a shield token before he can recover it.

If IG-88A destroys a ship at his pilot skill, he recovers the shield after the attack and before that ship has had an opportunity to attack with the Simultaneous Attack Rule.

Keyan Farlander

When attacking, if Keyan Farlander has a stress token, he can use his ability even if he hasn't rolled any results; in this case, 0 dice are modified but 1 stress token is removed.

Keyan Farlander can use his ability only once per attack as card abilities cannot be resolved more than once during the timing specified on the card.

Jan Ors

Jan Ors' ability only applies to a single attack. For example, if a ship equipped with Gunner or Cluster Missiles rolls the extra attack die granted by Jan Ors on its first attack, it does not receive the extra attack die from Jan Ors again during the second attack.

Latts Razzi

Latts Razzi's ability is used when a ship is declared as the target of an attack. Therefore, when using a secondary weapon that says "perform this attack twice," Latts Razzi's ability can only be used during the first attack and only applies to the first attack.

Jek Porkins

If Jek Porkins uses his pilot ability to discard the stress token received from executing a red maneuver, he does not skip his Perform Action step.

"Leebo"

If Maarek Stele deals "Leebo" a faceup damage card, "Leebo" may still use his ability to draw an additional Damage card. He then chooses to resolve either the Damage card chosen by Maarek Stele or the additional card and discards the unchosen card. "Leebo's" ability cannot trigger from a Damage card being flipped faceup.

If "Leebo" is equipped with Determination, he may draw two Damage cards. If one has the Pilot trait, he may choose it and immediately discard it.

"Hobbie" Klivian

"Hobbie" Klivian may remove 1 stress token from his ship each time he acquires or spends a target lock. Ships can acquire a target lock without performing the acquire a target Lock action.

Lieutenant Lorrir

When declaring a barrel roll action, the player controlling Lieutenant Lorrir must declare both the side and direction of the roll. If Lorrir can perform the barrel roll action, he must do so. If Lorrir cannot perform the barrel roll action, the player controlling Lorrir may declare a Barrel Roll action in any other direction, or he may declare a different action.

Kath Scarlet

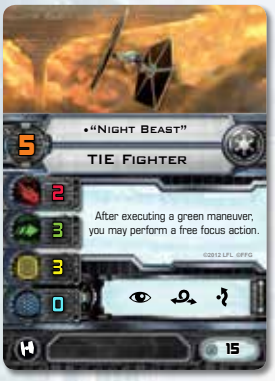
If Kath Scarlet attacks with an Ion Cannon, results that are canceled by the Ion Cannon's game effect do not cause the defender to receive 1 stress token.

Miranda Doni

If Miranda performs an attack using a secondary weapon that says "perform this attack twice," she may use her ability on the first attack or the second attack.

Nashtah Pup Pilot

If the only ship remaining in a match is the *Nashtah Pup* Pilot, the player who controls that ship wins. If this scenario arises during a tournament match, the *Nashtah Pup* Pilot is treated as though it is worth 1 point. For example, in a standard 100 point dogfight match, the player who controls the *Nashtah Pup* Pilot earns a win and has a margin of victory of 101 and his opponent scores 99. The *Nashtah Pup* Pilot cannot be equipped with any Upgrade card. If Bossk is equipped with *Hound's Tooth* and either Veteran Instincts or Adaptability, the *Nashtah Pup* Pilot keeps that modified pilot skill.



"Night Beast"

If "Night Beast" is stressed before he executes a green maneuver, he can perform a free focus action since the free action is granted after the stressed is removed while executing the maneuver.

If "Night Beast" executes a maneuver that causes him to overlap another ship, he can still perform a free focus action.

Omega Leader

If "Omega Leader" has an enemy ship locked, and Emperor Palpatine is equipped to a different enemy ship, the ship with Emperor Palpatine equipped may modify one of the locked ship's dice.

If a ship locked by "Omega Leader" attacks "Omega Leader" with a Heavy Laser Cannon, it does not change its ✲ results to ✷ results.

Adding or subtracting dice (i.e. Jan Ors) and canceling die results (i.e. Crack Shot) do not count as modifying dice. However, added die results (C-3PO, Advanced Targeting Computer, Accuracy Corrector, etc.) do count as modifying dice and cannot be used.

If "Omega Leader" has an enemy ship locked, when that ship attacks or defends against "Omega Leader," that ship cannot resolve abilities that would modify dice, even 0 dice, such as Keyan Farlander's ability. Additionally, that ship cannot resolve abilities that cause "Omega Leader" to reroll his dice (such as R7 Astromech or Elusiveness), as these are abilities that modify dice.

Prince Xizor

Prince Xizor's ability triggers when he is hit by an attack. A ship that suffers damage from Prince Xizor's ability is not considered hit by an attack.

If Prince Xizor is hit by an attack with an effect that triggers upon being hit and cancels dice results (such Ion Cannon), he cannot use his ability and must suffer the effect of that card.

"Quickdraw"

If "Quickdraw" loses a shield token during an attack, the ability triggers during step 9 of the "Timing Chart for Performing an Attack" on page 7.

Rexler Brath

Rexler Brath must choose to use his pilot ability **after** resolving any faceup damage cards dealt by his attack.

Any faceup damage cards that have been resolved and flipped facedown **and** any additional Damage cards dealt by the Minor Explosion Damage cards are also flipped faceup when Rexler Brath uses his ability.

Rexler Brath may only use his pilot ability once per attack.

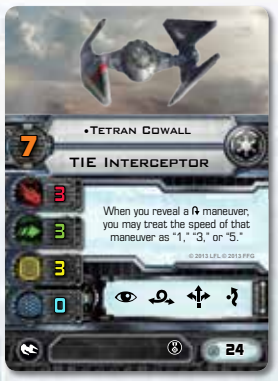
Tel Trevura

Tel Trevura's ability triggers at the end of the "Deal Damage" step and before any "after attacking" or "after defending" abilities trigger.

If Tel Trevura has the Damaged Cockpit Damage card and is destroyed (for the first time) causing him to return to his normal pilot skill value, if the activation window for his pilot skill has passed, he does not become the active ship during this Combat phase. See "Altered Pilot Skill" on page 4.

Ten Numb

Evade tokens, C-3PO, and other game abilities that add ✦ results cannot be used to cancel Ten Numb's ✲ result, as these added results count as defense dice results.



Tetran Cowall

If Tetran Cowall is equipped with the Stay On Target Upgrade card and reveals a ↱ maneuver, he may first treat the speed of that maneuver as "1," "3," or "5", then use Stay on Target rotate his dial to another maneuver of that chosen speed. He may also reveal a maneuver, use Stay On Target to rotate his dial to a ↱ maneuver, then treat the speed of that ↱ maneuver as "1," "3," or "5."

The Inquisitor

When the Inquisitor attacks with his primary weapon, he rolls an additional attack die. If the defender is at Range 3, the defender does not roll an additional defense die.

Only the range of the attack is treated as Range 1. Any abilities that reference the range of ships, such as Carnor Jax or Scum & Villainy Boba Fett, are not affected by The Inquisitor's ability.

Autothrusters does not trigger against The Inquisitor's primary weapon attack.

Turr Phennir

If the player controlling Turr Phennir has initiative and Turr Phennir attacks an enemy ship of the same pilot skill, he may use his ability before the enemy ship attacks. If Turr Phennir is no longer a valid target after resolving his ability, the enemy ship cannot attack Turr Phennir.

Valen Rudor

If the player controlling Valen Rudor has initiative and uses Valen Rudor's ability to move (such as from a boost or barrel roll action), if the attacker has the ability to perform another attack (such as from Gunner), range is measured and firing arc is checked again. This can prevent the attacker from performing the second attack.

When defending against a secondary weapon that says "perform this attack twice," the player controlling Valen Rudor can use his ability only once, and only after the second attack.

See "Timing Chart for Performing an Attack" on page 7.

Wes Janson

When a ship is defending against Wes Janson, it may use focus, evade, and target lock tokens during the attack. Wes Janson's ability does not remove a token until after the attack has been fully resolved.

"Youngster"

"Youngster" can use his ability in conjunction with TIE fighters as well as TIE/fo fighters.

"Youngster's" ability can be used only if his equipped Upgrade card has the "**Action:**" header.

UPGRADE CARDS

Accuracy Corrector

Accuracy Corrector is used during the "Modify Attack Dice" step. After canceling your dice results, you may choose **not** to add 2 results. This still counts as an attack. Dice results added by Accuracy Corrector may not be modified again, but may be canceled (for example, by the effect of Ion Cannon).

Accuracy Corrector can be used to add 2 results even if you have the Blinded Pilot Damage (original Damage deck) card and are rolling no attack dice.

Adaptability

Ships equipped with Adaptability do not alter their pilot skill until they are placed in the play area during setup. For example, a Green Squadron Pilot equipped with Adaptability would be placed in the play area during setup at pilot skill 3. As soon as it is placed, it may choose to raise its pilot skill to 4 or lower it to 2.

Adrenaline Rush

If a stressed ship equipped with Adrenaline Rush reveals a red maneuver, it may still use Adrenaline Rush to treat the maneuver as a white maneuver.

Adrenaline Rush **cannot** be used to treat the red [↰ or ↱] maneuver caused by a faceup Damaged Engine damage card as a white maneuver.

Advanced Cloaking Device

A ship with a stress token cannot perform actions, and therefore cannot perform the free cloak action provided by Advanced Cloaking Device.

Advanced Sensors

If a ship equipped with Advanced Sensors does not have a maneuver dial assigned to it (for example, because it is ionized), it cannot use Advanced Sensors' ability.

Advanced SLAM

Overlapping an obstacle occurs when the maneuver template or the ship's final position overlaps an obstacle. Overlapping a ship occurs when the ship's final position would overlap a ship.

Advanced Targeting Computer

Darth Vader can be equipped with the Advanced Targeting Computer Upgrade card.

Attani Mindlink

If a ship with Attani Mindlink receives multiple focus or stress tokens as part of the same effect (such as with Recon Specialist or Rage), each other friendly ship with Attani Mindlink receives only 1 of that token.

If a ship with Attani Mindlink flees the battlefield while performing a red maneuver, the ship is immediately destroyed and does not receive a stress token. If a ship with Attani Mindlink overlaps an obstacle with performing a red maneuver, the ship receives the stress token before rolling for damage since the damage is rolled after skipping the "Perform Action" step.

Anti-Pursuit Lasers

The effect of Anti-Pursuit Lasers only resolves if an enemy ship is touching the ship equipped with Anti-Pursuit Lasers after executing its maneuver.

The effect of Anti-Pursuit Lasers does not resolve if only the maneuver template overlaps a ship equipped with Anti-Pursuit Lasers.

Autoblaster

When attacking with Autoblaster, the defender cannot cancel results with evade tokens or other added results, such as from C-3PO (see "Rolling Dice" on page 6).

Autothrusters

See "Inside Firing Arc at Range X" on page 5.

Boba Fett

If Boba Fett is used to discard a card that allows an additional card to be equipped during squad building (such as Royal Guard TIE, R2-D6, or *Mist Hunter*), any additional equipped cards are not discarded.

Boba Fett cannot affect docked ships. If Boba Fett is used to discard the *Ghost* title while the *Phantom* is docked, the *Phantom* remains docked and cannot deploy until the *Ghost* is destroyed (forcing it to deploy).

Chewbacca's Upgrade card ability to discard a damage card does not prevent that card from being dealt, so Boba Fett's ability still triggers.

A ship equipped with Boba Fett can use his ability if the defender was dealt a faceup Damage card from any source during that ship's attack. Boba Fett cannot be used during an attack if the ship with Boba Fett equipped is not the ship attacking.

If Boba Fett is used to discard an Upgrade card that has an ordnance token on it (including the Extra Munitions Upgrade card itself), the opposing player can discard the ordnance token instead.

Bossk

Bossk triggers each time you perform an attack that does not hit. If you are not stressed, you receive a stress token. If you are already stressed, you do not receive an additional stress token. Then, whether or not a stress token is received, assign 1 focus token to your ship and acquire a target lock on the defender.

C-3PO

A ship equipped with both C-3PO and Flight Instructor may guess the number of results, add an result if the guess was correct, then reroll the dice (if applicable). C-3PO may be used in conjunction with the Lando Calrissian Upgrade card when performing Lando Calrissian's special action.

Juke can be used to modify the result added by C-3PO.

Calculation

You may only use Calculation once per attack, no matter how many focus tokens you have to spend. However, If you roll multiple results during an attack, you may spend 1 focus token to change 1 result into a result (using Calculation) and a second focus token to change all other results into results (the normal effect of spending a focus token).

Chewbacca

If a ship equipped with Chewbacca suffers a critical damage, the player may look at that card before choosing whether to use Chewbacca's ability to discard it.

If a ship equipped with Chewbacca is about to suffer its last damage before it would be destroyed, Chewbacca may be used to prevent that one damage and recover a shield.

Cluster Missiles

See "Timing Chart for Performing an Attack" on page 7.

If a ship is equipped with Cluster Missiles and Munitions Failsafe, **both** attacks must miss for Munitions Failsafe to activate.

Conner Net

If a Conner Net is dropped overlapping a ship and immediately detonates, and that ship has not yet activated this phase, that ship executes the maneuver on its dial as normal and skips its "Perform Action" step. If a Conner Net is dropped overlapping a ship and immediately detonates, and that ship has activated this round, that ship suffers the effects of being ionized next turn and does not skip any "Perform Action" step. If a ship is ionized, executes its [1↑] maneuver, and overlaps a Conner Net, all ion tokens are discarded at the end of the maneuver (including those received from Conner Net).

Daredevil

A ship that performs the Daredevil action follows all normal rules for executing a maneuver, except that the maneuver is always treated as a white maneuver. Daredevil may be performed even if the ship would overlap another ship or obstacle; resolve the overlapping as normal.

Darth Vader

A ship equipped with Darth Vader can use this ability only if it has at least 1 hull remaining.

If a ship equipped with Darth Vader can attack twice in one round (such as a ship equipped with Gunner), it can use Darth Vader after the first attack and after the second attack. If Darth Vader destroys the ship to which he is equipped, it can still perform its second attack. If Vader is used twice, it must be in this order: Attack, Vader, Attack, Vader.

If a ship equipped with Darth Vader performs a secondary weapon attack that says "perform this attack twice," Darth Vader can be used only once, and only after the second attack.See "Timing Chart for Performing an Attack" on page 7.

Dauntless

If a ship equipped with the Dauntless title executes a red maneuver and overlaps another ship, it cannot perform a free action. If it executes a green maneuver, overlaps another ship, and uses Dauntless to perform a free action, the stress it receives is not removed by the green maneuver.

A ship equipped with the Dauntless title that overlaps another ship may use the Daredevil Upgrade card to execute a white [↰1] or [↱1] maneuver.

Dead Man's Switch

Ships that are destroyed in the Combat phase by Dead Man's Switch follow the Simultaneous Attack Rule if they are of the same pilot skill as the attacker that destroyed the ship equipped with Dead Man's Switch.

If IG-88A destroys a ship equipped with Dead Man's switch at Range 1, the effect of Dead Man's Switch is resolved during the "Deal Damage" step, before IG-88A recovers 1 shield after the attack.

Draw Their Fire

A ship equipped with Draw Their Fire cannot suffer the critical damage caused by Darth Vader, Proximity Mines, or Prince Xizor's pilot ability, as that damage is not an attack.

Emperor Palpatine

This ability can be used to change a die rolled as the result of a card ability (such as Anti-Pursuit Lasers or resolving a Damage card effect) or when a friendly ship has overlapped a Proximity Mine, Cluster Mine, or obstacle.

When attacking or defending, Emperor Palpatine can be used during the "Modify Attack Dice" or "Modify Defense Dice" steps respectively.

Emperor Palpatine is a crew Upgrade card.

Experimental Interface

See "Push the Limit".

If Experimental Interface and Push the Limit are both equipped to a ship, they can be used together to perform two additional free actions. After the actions have resolved, the ship receives 2 stress tokens.

Experimental Interface is unique. Some copies were printed without the • (unique symbol) in front of the name.

Expert Handling

A ship can only perform the same action once per round. A ship equipped with Expert Handling cannot perform a barrel roll and use the Expert Handling action in the same round.

If a ship attempts to perform an Expert Handling action, but cannot perform a barrel roll, the ship may perform a different action instead.

Feedback Array

Feedback Array is resolved only when you become the active ship during the Combat phase. If a ship equipped with Feedback Array destroys an enemy ship of equal pilot skill that has not attacked yet, that ship is not removed, following the Simultaneous Attack Rule.

Using Feedback Array does not count as an attack, and can be used against ships you are touching and while you have the Blinded Pilot Damage card assigned to your ship. It cannot be used while you are overlapping an asteroid or have a weapons disabled token.

When using Feedback Array, during the Combat phase, you cannot have performed any attacks this phase before you became the active ship and cannot perform any attacks this phase after you became the active ship. If you have multiple copies of Feedback Array equipped, you can use only 1 Feedback Array during the Combat phase.

A ship equipped with Feedback Array can use this ability only if it has at least 1 hull remaining.

Fire-Control System

If a ship equipped with Fire-Control System and Weapons Engineer attacks, that ship must acquire the first target lock on the defender (if able) before acquiring a target lock on a second ship.

If a ship equipped with Fire-Control System attacks with a secondary weapon that says "perform this attack twice," the ship acquires a target lock only after the second attack. See "Timing Chart for Performing an Attack" on page 7.

Flechette Torpedoes

When determining whether the defender receives a stress token from Flechette Torpedoes, the defender's starting hull value (including any equipped Hull Upgrade card) is used, **not** the defender's remaining hull points.

If a ship equipped with Munitions Failsafe and Flechette Torpedoes misses when firing Flechette Torpedoes at a target with hull value '4' or lower, the defender receives 1 stress token and the Flechette Torpedoes are **not** discarded.

"Gonk"

Both actions on "Gonk" are different actions. A ship equipped with "Gonk" can perform both actions during a round if it has the ability to perform multiple actions.

Gunner

Using Gunner's ability is a separate attack, which means that the ship can choose to declare a different target for the second attack, and any abilities to modify attack dice (such as spending a focus token or a target lock) must be used for each attack separately.

When using a secondary weapon that says "perform this attack twice", **both** attacks must miss for Gunner to activate.

See "Timing Chart for Performing an Attack" on page 7.

Heavy Laser Cannon

After an attack is performed using Heavy Laser Cannon and all results are changed to results, the attack dice can be modified as normal. Any attack dice rerolled are not changed from results to results.

Homing Missiles

The attacker must have a target lock on the defender to use Homing Missiles, but the target lock is not spent in order to perform the attack.

Integrated Astromech

If Integrated Astromech is used to discard R2-D6, any equipped Elite Pilot Talent Upgrade card is not discarded.

IG-2000

If you have multiple Aggressors equipped with the *IG-2000* title and one of the Aggressors is removed from play, all other Aggressors equipped with the *IG-2000* title immediately lose the destroyed Aggressor's pilot ability.

An Aggressor equipped with *IG-2000* that receives the Injured Pilot Damage card can still use the pilot abilities of friendly ships equipped with *IG-2000*, but those friendly ships can no longer use its pilot ability.

Jan Ors

If the ship Jan Ors is equipped to performs a focus action or would be assigned a focus token, Jan Ors can be used to assign that ship an evade token instead.

A ship equipped with Recon Specialist at Range 1–3 of Jan Ors that performs a focus action may receive 1 focus token and 1 evade token.

Kanan Jarrus

Kanan's ability triggers after the Clean Up substep of the Execute Maneuver step.

If a friendly ship at Range 1–2 executes a white maneuver and overlaps a debris cloud, Kanan's ability can remove the stress token gained from the debris cloud.

Lightning Reflexes

A ship equipped with Lightning Reflexes can use it even if the ship overlapped another ship when executing its maneuver.

A ship that executes a maneuver that is not on its dial (such as an ionized ship, a ship using Inertial Dampeners, or Juno Eclipse using her pilot ability to execute a maneuver that is not on her dial) cannot use Lightning Reflexes.

Luke Skywalker

See Gunner above.

Marksmanship

After a ship performs the Marksmanship action, its effect may be applied during each attack it performs until the end of the round.

When a ship uses the Marksmanship action, during each attack that round the controlling player must choose to apply the entire effect of Marksmanship or not. If using the Marksmanship effect, 1 result must to be changed to a result before any results are changed to results.

Navigator

A ship that has been ionized cannot use Navigator to change the speed of the white [↑ 1] maneuver.

If Boba Fett is equipped with Navigator and chooses a bank maneuver, when he reveals his dial he may rotate to any bank maneuver of any speed.

Nien Nunb

If ship is ionized, Nien Nunb's ability **does** make the white [↑ 1] maneuver green.

Outmaneuver

A ship with a turret weapon (including a ship with a 360-degree primary turret) is affected by Outmaneuver **unless** it is defending against a ship that is inside the printed, shaded firing arc on their ship token, and **only** gains the benefit of Outmaneuver when attacking a ship inside the printed, shaded firing arc on its ship token.

All firing arcs (including special, auxiliary, mobile, and primary firing arcs) are included for this ability.

Proximity Mines

If a ship executes a maneuver in which its maneuver template and/or base overlaps multiple proximity mine tokens, all of the proximity mine tokens detonate, even if the ship is destroyed by the first token it overlaps.

If a ship drops a Proximity Mine so that it overlaps multiple ships, the player dropping the bomb chooses which ship suffers the effects of the Proximity Mine detonating.

Push the Limit

See Experimental Interface. Free actions, such as a free action granted from Squad Leader, can trigger Push the Limit. This can result in an action interrupting another effect, causing that effect to finish resolving later. For example, if a ship performs a free barrel roll action granted by Expert Handling, it could use that action as a trigger for Push the Limit. After Push the Limit resolves, Expert Handling finishes resolving.

Additionally, the free action granted from Push the Limit can itself trigger other abilities that occur after performing an action. Those abilities resolve before the ship receives the stress token from Push the Limit. For example, a ship also equipped with TIE/v1 can boost, use Push the Limit to target lock, then perform the free evade from TIE/v1 before receiving the stress from Push the Limit.

If a player uses Push the Limit to attempt an action he is unable to perform (such as attempting to Target Lock a ship that is out of range), he may perform a different action **or** decide not to use Push the Limit at all.

Rebel Captive

Rebel Captive triggers during step 1iii of the "Timing Chart for Performing an Attack" on page 7.

Reinforced Deflectors

If a ship is dealt a Direct Hit! Damage card during an attack, it counts as having suffered 1 critical damage (even though Direct Hit! counts as 2 damage against its hull value).

When a ship equipped with Reinforced Deflectors is hit by Plasma Torpedoes, the additional shield token removed by Plasma Torpedoes does not count as suffering damage. If this attack causes that ship to suffer 3 or more damage, it recovers 1 shield after Plasma Torpedoes resolves.

R2 Astromech

A ship equipped with R2 Astromech that has Damaged Engine assigned to it treats all of its turn maneuvers [↰ and ↱] as red maneuvers, including the 1- and 2-speed turn maneuvers.

If ship is ionized, R2 Astromech's ability **does** make the white [↑ 1] maneuver green.

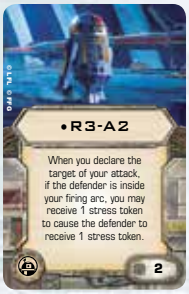
R2-D2 (Astromech)

If a ship equipped with R2-D2 executes a green maneuver and its base or maneuver template overlaps a proximity mine token, **that ship must roll for damage before it recovers 1 shield.**

If a ship equipped with R2-D2 executes a green maneuver and its base or maneuver template overlaps an obstacle token or its base overlaps a ship equipped with Anti-Pursuit Lasers, **that ship recovers 1 shield before rolling for damage.**

R2-D2 (Astromech)

If R2-D2 is equipped to a Huge ship with multiple sections, he affects only the section he is equipped to. For example, if R2-D2 is equipped to the fore section, and the fore section has no shields remaining, R2-D2 can be used to recover one shield on that section (even if the aft section has shields remaining).



R3-A2

If a ship equipped with R3-A2 performs a secondary weapon attack that says "perform this attack twice," this ability can only be used on the first attack because the target is not declared again during the second attack.

R4 Agromech

Target locks acquired using R4 Agromech's ability may be used during that attack.

If a ship equipped with R4 Agromech is attacking with a secondary weapon that requires the ship to spend a focus token (such as a Blaster Turret or any weapon used with Deadeye), that ship cannot acquire a target lock on the defender because the enemy ship becomes the defender after the cost for the attack is paid. See "Timing Chart for Performing an Attack" on page 7.

You may spend 1 focus token to change all 👁 results to ✷ results only once during the "Modify Attack" dice step. See "Spending Tokens" on page 6.

R5-X3

Since the attacker determines whether an attack is obstructed, if a ship discards R5-X3 before it reveals its dial, during that round, obstacles do not obstruct that ship's attacks. Additionally, obstacles can still obstruct attacks targeting that ship.

R7-T1

If a ship equipped with R7-T1 is at Range 1–2 and inside the firing arc of an enemy ship, the following sequence occurs: the ship equipped with R7-T1 **may** acquire a target lock on the enemy ship. Then, the ship equipped with R7-T1 **may** perform a free boost action, even if it did not acquire a target lock on the enemy ship.

Saboteur

If Saboteur flips a Damage card that causes the targeted ship to be unable to resolve a maneuver (such as Thrust Control Fire before a ship attempts a red maneuver, or Damaged Engine on a stressed ship before the ship attempts a turn), the player controlling the ship with Saboteur equipped gets to choose the stressed ship's maneuver when it activates during the Activation phase.

Stay on Target

Even if the chosen maneuver is changed by an ability such as Navigator, the maneuver that the ship executes is always a red maneuver.

Stealth Device

A ship equipped with Stealth Device only discards Stealth Device if it defends against an attack and is hit. Damage suffered from other game effects (such as Seismic Charge, asteroids, Feedback Array, or damage received for being at Range 1 of a ship hit by Assault Missiles) does not cause a ship to discard Stealth Device.

Stygium Particle Accelerator

When used with Cloaking Device, if you are forced to decloak at the end of the round and choose to perform the free evade action from Stygium Particle Accelerator, the evade token is not discarded.

Swarm Tactics

See "Altered Pilot Skill" on page 4.

Multiple ships that have Swarm Tactics equipped may use it in sequence to give multiple ships the same high pilot skill value. For example, Howlrunner equipped with Swarm Tactics may pass her pilot skill of 8 to a Black Squadron Pilot equipped with Swarm Tactics, who may then pass a pilot skill value of 8 to an Academy Pilot.

Tactician

If a ship is equipped with both Gunner and Tactician, and the first attack misses, the defender still receives 1 stress token from the attack.

See "Inside Firing Arc at Range X" on page 5.

If a ship equipped with Tactician performs a secondary weapon attack that says "perform this attack twice," Tactician triggers only once and only after the second attack. See "Timing Chart for Performing an Attack" on page 7.

TIE/x1

Darth Vader can be equipped with the TIE/x1 Upgrade card.

TIE Adv. Prototype ships cannot be equipped with the TIE/x1 Upgrade card.

TIE/v1

Darth Vader cannot be equipped with the TIE/v1 Upgrade card.

TIE Advanced ships cannot be equipped with the TIE/v1 Upgrade card.

Tractor Beam

If a ship equipped with Ruthlessness uses Tractor Beam to attack an enemy small ship and hits, that ship must first boost or barrel roll the enemy ship, then trigger Ruthlessness.

If a ship is equipped with both Tractor Beam and Tactician, the tractor beam token is resolved as part of the attack, then the distance is measured for Tactician.

Twin Laser Turret

See "Timing Chart for Performing an Attack" on page 7.

If a VCX-100 is equipped with the *Ghost* title, has a docked Attack Shuttle equipped with the *Phantom* title, and performs an attack with a Twin Laser Turret at the end of the Combat phase, that ship can perform the second attack with Twin Laser Turret.

Veteran Instincts

See "Altered Pilot Skill" on page 4.

Wingman

The ship with Wingman equipped is the ship that is removing the stress token. Therefore, if a ship with Wingman removes a stress token from another friendly ship that is equipped with Kyle Katarn (crew), that ship is not assigned a focus token from Kyle's ability.

Ysanne Isard

A ship that has the Damaged Sensor Array Damage card (original Damage deck) assigned to it **cannot** use Ysanne Isard to perform a free evade action if it has the evade action listed in its action bar.

"Zeb" Orrelios

Zeb's ability triggers when the ship equipped with Zeb or an enemy ship that is touching it becomes the active ship during the Combat phase. Zeb's ability does not trigger for any attack performed outside of this time, such as the attack at the end of the Combat phase generated from the *Phantom* title card or Corran Horn's ability.

If a ship equipped with Zeb attacks Dengar, Zeb's ability applies for Dengar's attack, because this attack happens while the ship equipped with Zeb is the active ship.

Section 5: FAQ

GENERAL

Q: If a player has multiple effects that resolve at the same time, can he resolve them in any order?

A: Yes.

Q: If both players have effects that resolve at the same time (or from the same trigger), which player resolves their abilities first?

A: The player with initiative resolves all abilities he would like to resolve, then the other player resolves all abilities he would like to resolve.

Q: Does an effect that triggers when rolling dice trigger when rerolling dice?

A: No. Rolling dice and rerolling dice are different game effects.

Q: I noticed the Scum & Villainy Firespray-31 Ship cards are missing the auxilliary firing arc symbol. Is this a mistake?

A: Yes, this is a misprint. Scum & Villiany Firespray-31s have an auxilliary firing arc; it is printed on their ship tokens, just like Imperial Firespray-31s.

Q: Does the special firing arc introduced with the VCX-100 change the range of its equipped torpedoes?

A: No. The range values printed on the torpedoes are still used.

Q: Do firing arcs that are not primary firing arcs (such as an auxiliary, mobile, or special firing arc) count as firing arcs for card abilities such as "Backstabber" or Outmaneuver?

A: Yes.

Q: If a ship has a turret primary weapon (or is equipped with a secondary weapon), is the ship considered to have a 360-degree firing arc?

A: No. Turret primary and secondary weapons allow a ship to ignore its printed firing arcs. A ship's firing arcs are always the printed, shaded arcs on its ship token.

Q: Can a ship that deploys from another ship (such as the *Nashtah Pup* or *Phantom*) perform any maneuver on its dial?

A: Yes.

ACTIONS AND GAME EFFECTS

Q: Can a ship decloak or perform a boost or barrel roll that would cause it to go outside the play area (and thus flee the battlefield)?

A: No. A ship cannot decloak or perform a boost or barrel roll if this would cause its base to go outside the play area. This includes a boost or barrel roll caused from receiving a tractor beam token.

Q: If a ship is required to skip its "Perform Action" step (for example, if its final position overlapped another ship), is it still allowed to perform free actions outside of the "Perform Action" step?

A: Yes.

Q: Can a ship that is overlapping an asteroid perform free actions?

A: Yes.

Q: Are the movement guides on bomb tokens considered when measuring range or when a ship overlaps them?

A: Yes.

Q: When a player wishes to perform a boost action, can he measure to see if his ship can perform a boost before committing to this action (similar to a barrel roll)?

A: Yes. In formal and premier events, the player must declare the direction before attempting the maneuver (see "Performing a Barrel Roll" on page 5).

Q: If a ship already has a target lock on an enemy ship, can the locking ship acquire a target lock *again* on the same enemy ship in order to trigger a game effect (such as "Dutch" Vander)?

A: Yes.

Q: When an ability instructs you to acquire a target lock, does the locked ship need to be at Range 1–3?

A: Yes, unless the ability explicitly states otherwise or another ability modifies the range at which the ship can acquire target locks.

Q: Can a bomb token be dropped outside the play area?

A: Yes. The portion of the bomb token that is outside the play area is ignored.

Q: Can a ship perform the same Upgrade card action or Damage card action more than once per round?

A: No. Having more than one copy of the same card that requires an action to trigger its ability does not allow you to perform that action more than once per round.

Q: If I have a ship equipped with multiple bombs, can I drop more than one in the same round?

A: No. Each ship is limited to a single bomb drop each round.

Q: If a ship has more than one copy of the same card that does not require an action to trigger its ability, can it trigger all of those card abilities?

A: Yes. For example, when a ship equipped with two Mercenary Copilots is attacking, it can change two ✷ results to two ✵ results.

Q: Can a ship have more than one focus, evade, or stress token assigned to it?

A: Yes. A ship cannot perform focus or evade actions more than once during a round, but a game effect (such as Garven Dreis' pilot ability) may assign additional tokens to a ship.

Q: Can a ship decloak if it is ionized?

A: Yes. Because decloaking occurs at the start of the Activation phase, a ship may decloak regardless of whether a dial is assigned.

Q: Does the SLAM action count as revealing your dial for the sake of card abilities (such as dropping a bomb)?

A: No, it does not count as revealing your dial.

COMBAT

Q: If a ship suffers more damage or critical damage than is needed to destroy it, are the excess Damage cards still assigned to that ship?

A: Yes. This means that a ship in the play area due to the Simultaneous Attack Rule may be affected by additional faceup Damage cards.

Q: Can I shoot at and deal Damage cards to a destroyed ship that has not been removed from the play area due to the Simultaneous Attack rule?

A: Yes.

Q: If a player spends a target lock to perform an attack with a secondary weapon, is he also allowed to reroll his attack dice?

A: No. After spending a target lock token to attack with a secondary weapon, he no longer has that target lock to spend for rerolling.

Q: During an attack, can the defender choose not to roll defense dice? Can the attacker choose not to roll attack dice?

A: No and no.

Q: Can a ship choose to attack a friendly ship?

A: No.

Q: Can a ship choose to not perform an attack in the Combat Phase?

A: Yes, attacking is optional.

TIMING CHART FOR PERFORMING AN ATTACK

Q: If there are multiple abilities that were identified during step 9 of the timing chart (such as IG-88B and Dengar) what happens to an ability that was not chosen?

A: When step 9 is reached again, the player with initiative can resolve one of his abilities that were not resolved during a previous step 9. If that player does not resolve an ability, then the other player can choose to resolve 1. For example, IG-88B attacks Dengar with an Ion Cannon and misses. Step 9 is reached, and the player controlling Dengar has initiative. He chooses to activate Dengar's ability first and perform an attack. When step 9 is reached again, the player with initiative has no abilities left to resolve and therefore the player controlling IG-88B resolves IG-88B's ability and performs another attack against Dengar.

Q: If an ability triggers when a ship is destroyed, if the ship is destroyed during an attack, when does this ability occur?

A: The ability occurs after the damage cards are dealt. Typically, this is during the "Deal Damage" step of combat. Although the ship is destroyed, effects from the ship's pilot ability, Upgrade cards, Damage cards, etc. are still active until it is removed at the end of the attack.

Q: When the Simultaneous Attack Rule keeps a ship in play until it performs its attack, are all effects pertaining to that ship still in play?

A: Yes. Effects from the ship's pilot ability, Upgrade cards, Damage cards, etc. are still active and may affect the game until it performs an attack, at which point it is immediately removed.

MISSIONS

Q: Do mission-specific actions, such as the protect action, count as an action listed on the ship's action bar?

A: No.

Q: When a ship must flee off of one indicated edge of the play area, is it required to flee off that edge exclusively?

A: Yes. If a ship's base extends beyond two edges of the play area at the same time, the ship is destroyed instead of fleeing successfully.

Q: Do huge ships begin missions with energy?

A: Unless specified by a specific mission, huge ships begin each mission with no energy. In the Epic Dogfight and Team Epic tournament formats, each huge ship begins the match with energy on its ship card up to its energy limit.

MOVEMENT

Q: After a ship executes a maneuver, if its maneuver template is outside the play area but the ship's base is not outside the play area, has that ship fled the battlefield?

A: No.

Q: If two or more game effects that change the difficulty of a maneuver conflict, which effect takes priority?

A: An effect that increases the difficulty of a maneuver takes priority over an effect that decreases the difficulty. For example, if a ship equipped with R2 Astromech is dealt the Damaged Engine Damage card, all of the ship's turn maneuvers are treated as red maneuvers, including the 1-speed and 2-speed turn maneuvers.

Q: A ship executes a maneuver in which its template or final position overlaps an obstacle or mine token. Due to avoiding collisions with other ships, it ends up stopping before reaching the obstacle or mine token. Does it still suffer the effects of moving through or overlapping that obstacle or mine token?

A: No.

Q: Can overlapping other ships cause the active ship to flee the battlefield?

A: Yes. If any part of the ship's base in its final position (after moving backward) is outside the play area, then the ship has fled the battlefield.

Q: When a ship executes a maneuver, is the entire width of the ship considered to be moving along the maneuver template and possibly hitting obstacles?

A: No. Only the maneuver template itself and the final position of the ship are considered when determining if a ship hit an obstacle.

Q: After a ship moves through or overlaps more than one obstacle, does the ship suffer the effect of each obstacle?

A: Yes. The ship suffers the effects of each obstacle, starting with the obstacle closest to its starting position and proceeding outward.

Q: If a ship executes a green maneuver and overlaps a ship or obstacle, is one stress token still removed from it?

A: Yes.

Q: If a ship is already overlapping an obstacle, does it suffer the effects of the obstacle when it executes its next maneuver?

A: Possibly. When it executes its next maneuver, if the maneuver template or the ship's final position overlaps the obstacle, the ship suffers the effects of the obstacle. Otherwise, the ship doesn't suffer any of the obstacle's effects because its original position is ignored.

RANGE MEASUREMENT

Q: Some card abilities, such as "Howlrunner," Biggs Darklighter, and Squad Leader depend on a certain range requirement in order to take effect. From where is this range requirement measured?

A: It is measured from the ship that has this ability. For example, Howlrunner's ability affects friendly ships at Range 1 from Howlrunner's ship.

Q: When measuring with the range ruler, does the entire width of the ruler matter?

A: No. Players should use a **single edge** of the range ruler when measuring. Also, the width of the ruler does not matter when determining if an obstacle obstructs an attack.

Q: If a ship attacks an enemy ship with a turret weapon and the defender is also inside its firing arc, can the attacker choose to measure range using the rules for its firing arc instead of the rules for a turret weapon?

A: No. When attacking with a weapon that can target ships outside of firing arc, range is measured from the closest point to the closest point.

Q: Some game abilities, such as Jan Ors and Opportunist, allow ships to roll an extra attack die when attacking. When do these abilities happen?

A: Any additional dice must be added during the "Roll Attack Dice" step of the Combat phase, before any rolls are made.

Q: Is a ship considered to be at Range 1 of itself?

A: Yes.

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