

STAR WARS™

X-WING™



RULES REFERENCE

VERSION 1.0.2 EFFECTIVE 9/28/18

SUMMARY OF CHANGES

Changes are noted in magenta text.

- Actions (pg. 3)
- Dice Modification (pg. 9)
- Dock (pg. 10)
- Fail (pg. 11)
- Lock (pg. 12)
- Range Bonus (pg. 15)
- Added FAQ Section (pg. 23)

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, not the player.

Use of "May," "Can," and "Must"

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

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

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

Once Per Opportunity

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

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

And/Or

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

ERRATA AND CONFLICTS

If there is a conflict when resolving a game effect between different translations and/or printings of cards, the most recent English printing takes precedent. The most recent cards can be found in the FAQ and in the X-Wing Squadbuilder.

GLOSSARY

The glossary lists all gameplay terms and phases in detail.

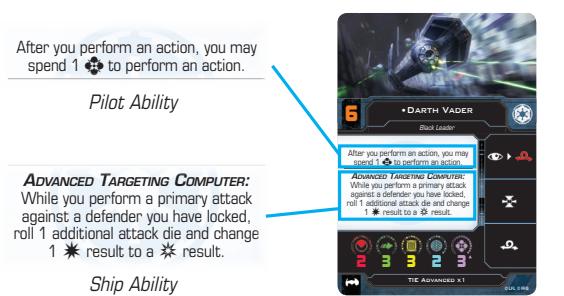
ABILITIES

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.

ABILITY QUEUE

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

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

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

- If there are game effects that share the same timing window as a player's ability, the game effect is resolved first.

◊ For example, if a ship performs a red barrel roll and the ship has an ability that triggers after it performs a barrel roll, the ship gains a stress token before the other ability is resolved.

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 are either white or red. After a ship performs [or fails](#) a red action, it gains one stress token.

◊ If a ship is instructed to perform an action, the action is white unless stated otherwise.
- There is no maximum limit to the number of actions a ship can perform over the course of a round, but a ship cannot perform the same action more than once during a single [round](#), [or perform an action it has failed this round](#).

◊ If a ship has multiple damage cards with the same name, each damage card's ability is a different action.

◊ Some cards have multiple "**ACTION:**" headers, each of which indicates a different action.

◊ Game effects such as "gain 1 [focus token](#)," "[boost](#)," or "acquire a [lock](#)" are not actions, and a ship can resolve these game effects any number of times each round. Game effects such as "perform a  action," "perform a  action," or "perform a  action" are actions, and therefore each ship can perform each of these actions only once per round.
- During the Perform Action step of a ship's [activation](#), the ship may perform an action.
- A ship can choose not to perform an action during the Perform Action step or when granted an action.

ACTIVATION

See [Activation Phase](#).

ACTIVATION PHASE

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

Each ship activates by resolving the following steps in order:

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

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

- If a player has multiple ships with the same [initiative](#) value, that player activates them in any order—finishing the entire activation for one ship before activating another ship of the same initiative value.
- If multiple players have ships with the same initiative value, [player order](#) is used to determine the sequence. The first player activates all of their ships with that initiative value in any order, then the second player activates all of their ships with that initiative value in any order.
- When a ship activates, if it skips the Reveal Dial step, it cannot resolve any abilities that trigger after the ship reveals its dial.
- A [stressed](#) ship cannot execute red maneuvers or perform actions.
- If a stressed ship attempts to execute a red maneuver, the ship executes a white  maneuver instead.

AGILITY

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



Agility Value on a Ship Card

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

ARC

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

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

STANDARD ARCS

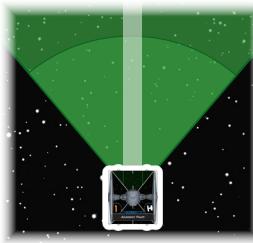
There are three types of **STANDARD ARCS** created from the crossed diagonal arc lines:



1. **Front arc (1):** This arc projects in the same direction that the ship is facing. Most ships have a primary 1 weapon. Almost all 2, 3, and 4 weapons use this arc.
2. **Side arcs (2, 3):** These arcs are on the left (2) or right (3) side of ships.
3. **Rear arc (4):** This arc projects in the opposite direction that the ship is facing. Some ships have a primary 4 weapon.

BULLSEYE ARC

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

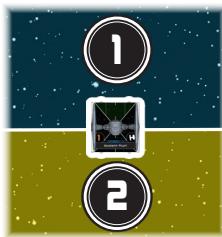


Bullseye arc (1): This arc is found inside the 1. If something is in a ship's 1, it is also in its 1.

- The 1 is the width and length of the range ruler.
- There is no intrinsic effect when a ship attacks a ship in its 1, 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.



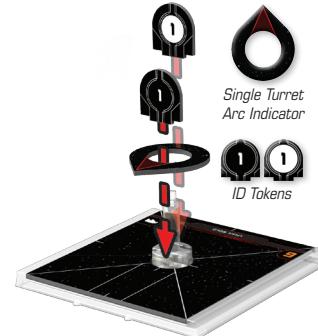
1. **Full front arc (1):** This arc covers all of the area in front of the ship. Some ships have primary 1 weapons.
2. **Full rear arc (2):** This arc covers all of the area behind the ship.

Using the 1, 2, and extending the midway line to range 3, the following phrases are used to express specific spacial relationships between ships.

- **Behind:** If ship A is in the 1 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 1 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 (1) and double turret (2). During [setup](#), a ship with a [primary](#) (or [special](#)) 1 or 2 weapon adds the corresponding turret arc indicator to its base.



The turret arc indicator points toward one of the ship's four standard arcs. The standard arc that the turret arc indicator is pointing toward is a 1 in addition to still being a standard arc. While a ship performs a 1 attack, it can attack a target that is in its 1 arc.

A ship with a double turret arc indicator has two 1 in opposite directions.

A ship can adjust which standard arc(s) that its turret arc indicator is pointing towards by using the [rotate](#) (W) action.



FIRING ARCS

A ship's **FIRING ARCS** include all shaded arcs on the ship's ship token plus all 1 arcs, if any.

- If an upgrade card gives a ship a 1 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.
 - **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](#).
 - **Choose Weapon:** The attacking player chooses one of the attacker's [primary](#) or [special](#) weapons.
 - **Declare Defender:** The attacking player chooses an enemy ship to be the defender. The defender must meet the requirements defined by the weapon.
 - **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.
- 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.
- Roll Attack Dice:** The attacking player determines the number of attack dice to roll based on the chosen weapon's attack value, [range bonus](#), and any abilities that add or remove attack dice. Then they roll that many dice.
 - 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.
- Roll Defense Dice:** The defending player determines a number of defense dice to roll based on the defender's agility value, as range bonus, whether the attack is being [obstructed](#) by an [obstacle](#), and any abilities that increase or decrease the number of defense dice. Then they roll that many dice.
 - 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:
- Pairs of and results are canceled.
 - 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:
- The defender suffers 1 damage for each uncanceled result. Then cancel all results.
 - 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:
- Resolve any of the defending player's abilities that trigger "after you defend," excluding abilities that grant a bonus attack.
 - Resolve any of the attacking player's abilities that trigger "after you perform an attack," excluding abilities that grant a bonus attack.
 - Resolve any of the defending player's abilities that trigger "after you defend" that grant a bonus attack.
 - Resolve any of the attacking player's abilities that trigger "after you perform an attack" that grant a bonus attack.
- Each ship may perform one attack when it engages during the Engagement Phase.
 - If a ship is [destroyed](#) during the [Engagement Phase](#), the ship is not removed until all ships of the attacker's [initiative](#) have engaged.
- During an attack, a ship cannot choose to roll fewer dice than it is supposed to roll.
 - If a player would roll more dice than they have available, keep track of the rolled results and reroll the dice necessary to equal the total number of dice the player would have rolled all at once. Note that these dice are not considered rerolled for the purposes of modifying dice.

ATTACK ARC

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

ATTACK RANGE

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

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

BANK (↑ AND ↘)

See [Bearing](#).

BARREL ROLL (⤠)

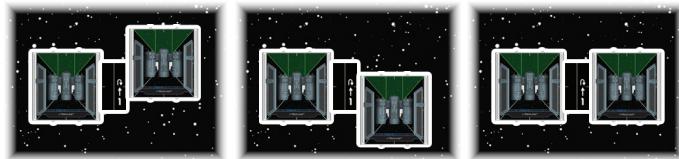
Pilots can barrel roll to move their ship laterally and adjust their position. When a small ship performs a ⤠ action, it follows these steps:

- Take the [1 ↑] template.
- 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.
- 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.
- 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 action can [fail](#) if any of the following occurs:
 - ◊ All three positions would cause the ship to [overlap](#) another ship.
 - ◊ All three positions would cause the ship to overlap or [move through](#) an [obstacle](#).

- ◊ All three positions would cause the ship to be outside the play area (and therefore would cause that ship to [flee](#)).
- If a barrel roll fails, the ship is returned to its prior position before it attempted the barrel roll.
- The player cannot choose to fail a barrel roll if one of the three positions would not cause the action to fail.
- Performing a barrel roll does not count as executing a [maneuver](#) but does count as a [move](#).
- If an ability instructs a ship to barrel roll, this is different than performing a  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.

- **Koigran Turn:** The  (Koigran 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 Koigran turn, Segnor's Loop, or Tallon Roll, the ship partially executes the maneuver by using the rear guides as though it was executing the basic maneuver that uses the same template.

- **Stationary:** The  (stationary) bearing does not move the ship from its current position. This bearing does not have a corresponding template.

- ◊ A ship that executes this maneuver counts as executing a maneuver, does not overlap any ships, does trigger the effects of overlapping any obstacles at range 0, and continues to be at range 0 of any objects it was touching before executing this maneuver.
- ◊ Stationary maneuvers are not forward maneuvers.
- ◊ A ship that executes a stationary maneuver always fully executes the maneuver.

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

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

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

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

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

BEHIND

See [Arc](#).

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 (2–3), arc (●), and cost (spending 1 ⚡ charge) are maintained for the bonus attack.

- A ship can perform only one bonus attack per [round](#).

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

BOMB

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

BOOST ()

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

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



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

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

BREAK

See [Lock](#).

BULLSEYE ARC (⦿)

See [Arc](#).

CALCULATE (⌚)

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



Calculate Token

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

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

Additionally:

- A ship cannot spend calculate tokens to change ⚡ results to ⚪ 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](#).

CHARGE (⚡) AND (◆)

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



Standard Charges
(Active and Inactive)



Force Charges
(Active and Inactive)

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

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

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

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

While it defends, a ship can spend any number of ◆ during the Defense Dice step to change that number of its ⚡ results to ⚪ results.



Recurring Charge
Symbol

Some charge limits and all Force capacities have a

RECURRING CHARGE SYMBOL. During the [End Phase](#), each card with a recurring charge symbol recovers one charge.

- If an upgrade card has a charge limit, the ⚡ are placed above that upgrade card (not the ship card it is attached to).
 - If an upgrade card instructs the ship to spend ⚡, those ⚡ are spent from that upgrade card.
- If an upgrade card has a Force capacity, this increases the Force capacity of the ship. The ◆ are placed above the ship card it is attached to (not the upgrade card).
 - A ship card that does not have a Force capacity on its ship card has a Force capacity of "0," but that capacity can be increased by upgrade cards that have a Force capacity.
 - During the End Phase, each ship with a Force capacity recovers only one ◆ regardless of the number of recurring charge symbols that appear on its upgrade cards.
 - If an upgrade card instructs the ship to spend ◆, those ◆ are spent from the ship card.
- When an effect instructs a ship to **RECOVER** a charge, an inactive charge on that ship (ship or upgrade card) is flipped to its active side. A card cannot recover a charge if all of its charges are on their active side.
- When an effect instructs a ship to **LOSE** a charge, a charge assigned to the relevant card is flipped to the inactive side.
- 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.
- SHIP CHARGES** are charges on ship cards and **UPGRADE CHARGES** are charges on upgrade cards.
- The ⚡ associated with charge limits that have the recurring charge symbol are called **RECURRING CHARGES**. Alternatively ⚡ associated with charge limits that do not have the recurring charge symbol are called **NON-RECURRING CHARGES**.

CLOAK (⌚)

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



Cloak Token

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

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

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

1. [Barrel roll](#) using the [2 ↑] template.
2. [Boost](#) using the [2 ↑] template.

When a [medium or large ship](#) decloaks, it must choose one of the following effects:

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

CONDITION CARDS

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

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

- A condition marker is removed when the corresponding condition card is removed.
- A condition that has been removed can be assigned again.
- 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 a [shield](#) by flipping the shield to its inactive side. If it does not have an active shield remaining, it is dealt a damage card instead. For ⚡ 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.

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 [◎]

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

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

- Take the template indicated on the upgrade card.
- Set the template between the ship's rear [guides](#).
- 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:

- Take the template indicated on the upgrade card.
- Set the template between the ship's front guides.
- 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.

Some devices can detonate. When a device **DETONATES**, an effect triggers depending on the type of device.

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

- If a device is placed overlapping a ship, it is placed under the ship's base.
- If a device that detonates when overlapped is placed under more than one ship's base, it detonates instantly and the player placing the device chooses which ship it affects.
- The guides on a device count as part of the device for the purposes of measuring range to or from it as well as overlapping and moving through it.
- A device cannot be placed so that a portion of the device would be outside the play area. If this would happen, play is reversed to before the device was placed—the device is not placed, any charges spent are recovered, and the player can choose to not place that device.
- If a ship [partially executes a maneuver](#), only the portion of the template that is between the starting and final position of the ship is counted for the purpose of moving through or overlapping a device. Ignore the portion of the template that the ship moved backward along when resolving the maneuver.

DIAL

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



X-wing Dials Front
and Back

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

DICE MODIFICATION

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

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

Additionally:

- Dice modification occurs during the respective Modify Attack Dice or Modify Defense Dice step, unless otherwise stated.
- Although dice can be modified by multiple effects, each die cannot be rerolled more than once.
- If an ability instructs a ship to spend a result, it cannot spend another ship's results unless stated otherwise.
- Cancelling 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 [4 ↑] 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).



Disarm Token

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 (•)

Pilots can evade to fly defensively. When a ship performs an • 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 results to • results.

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

FACTION

There are currently three factions in the game: Rebel (The Rebel Alliance), Imperial (The Galactic Empire), and Scum (Scum and Villainy). All ship cards and some upgrade cards are aligned to one of these factions. A squad cannot typically contain cards from different factions.

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

FAIL

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

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

FIRING ARC

See [Arc](#).

FIRST PLAYER

See [Player Order](#).

FLANKING

See [Arc](#).

FLEE

A ship **FLEES** if any part of its base is outside the [play area](#) after it executes a [maneuver](#). A ship that flees is [removed from the game](#).

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

FOCUS (👁)

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



Focus Token

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

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

Additionally:

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

FRIENDLY

All ships/[devices](#) controlled by the same player are **FRIENDLY** to each other. 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 [Overlap](#).

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](#).



Hull Value on a Ship Card

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

ID MARKER

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

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

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

ION

A ship is **IONIZED** while it has a number of ion tokens relative to its [size](#): 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](#).



Ion Token

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 [1 ↑] [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:

- 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.

INFILCT

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 (WW)

Pilots can jam to conduct electronic warfare and confuse other ships' systems. When a ship performs the WW action, it jams. A

JAMMING ship is a ship that is attempting to jam by performing the following steps:



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

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

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

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

KOIOGRAN TURN (Q)

See [Bearing](#).

LAUNCH

See [Device](#).

LIMITED

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

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

LINKED ACTION

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

- After a ship performs an action with an attached linked action, if the player wants to resolve the linked action, it is added to the [ability queue](#).
- A linked action can be performed after performing the action it is attached to even if that action was granted by a card effect or other game effect.

LOCK (X)

Ships can lock 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 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 locks must be at range 0–3 unless otherwise specified.

MANEUVER

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

Additionally:

- While executing a maneuver, if a ship would be placed at the end of the template on top of another [object](#), it has [overlapped](#) that object.
- While executing a maneuver, if only the template was placed on top of another object, the ship has [moved through](#) the object.
- While executing a maneuver, the ship is picked up from its starting position and placed in its final position. The full width of the ship's base is ignored except in its starting and final positions.
- If a [stressed](#) ship attempts to execute a maneuver with a red difficulty, the ship performs a white [2↑] maneuver instead.
- A card effect can cause a ship to execute a maneuver that does not appear on its dial.

MINE

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

MISS

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

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

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.

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

- **Asteroid:** The ship rolls one attack die. On a  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.
- 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.

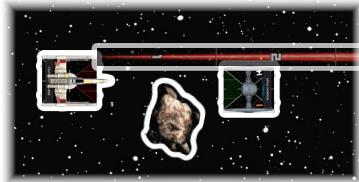
OBSTRUCTED

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

- If at least one asteroid or debris cloud obstructs an attack, the defender rolls one additional defense die during the Roll Defense Dice step.

- The attacker measures from the closest point of its base to the closest point of the defender's base that is in the [attack arc](#), therefore the attacker cannot measure range from or to another point in order to avoid measuring through an object.

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

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

PARTIALLY EXECUTE

See [Overlap](#).

PILOT ABILITY

See [Abilities](#).

PLANNING PHASE

The Planning Phase is the first phase of the [round](#). During the Planning Phase, each player secretly sets a [maneuver](#) for each of their ships. To set a ship's maneuver, the player takes a [dial](#) matching the ship's type and rotates the dial until the arrow points at the desired maneuver. Then the dial is placed facedown in the play area next to the matching ship.

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

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

PLAY AREA

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

The recommended play area for a standard 200-point dogfight is 3' x 3' (91 cm x 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 TIE fighter is **within** range 1 of the X-wing.



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

- The following terms are used concerning range:

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

RANGE BONUS

During an attack, the attacker or defender can roll additional dice depending on the attack range. For attack range 0–1, the attacker rolls one additional attack die during the Roll Attack Dice step. For attack range 3, the defender rolls one additional defense die during the Roll Defense Dice step.

- Range bonuses are applied for all attacks unless stated otherwise. Some special weapons have a small ordnance icon on them to indicate that range bonuses **cannot be** applied with attacks using those weapons.
- Although the range bonus applies at range 0, a ship cannot normally perform a primary attack at range 0.

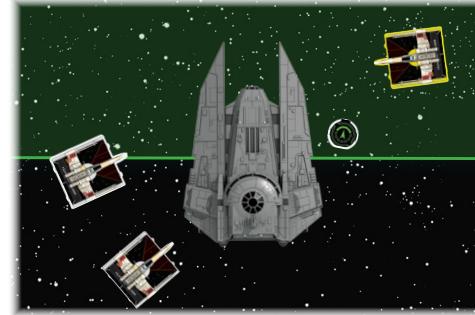


Ordnance Icon

REINFORCE (↻)

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

A ship is **REINFORCED** while it has a reinforce token assigned to it. Reinforce tokens are circular, green tokens. While a reinforced ship defends, if the attacker is inside the full arc specified by the reinforce token and not in the other full arc, the token provides an effect. The attacker needs to be in the defender's ↺ arc for the fore reinforce token or be in the defender's ↻ arc for the aft reinforce token.



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

During the Neutralize Results step, if the attack would hit and there is more than one \star/\star result remaining, one \star 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 \star/\star results remaining.
- When a ship gains a reinforce token, unless specified otherwise, the player that controls that ship chooses whether it gains a fore reinforce token or an aft reinforce token.
- A ship does not spend the reinforce token when resolving its effect.
- If an ability instructs a ship to gain one reinforce token, this is different than performing a ↻ action. A ship that gains the token without performing the action can still perform the ↻ action this round.

RELOAD (⟳)

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

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

Additionally:

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

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 (J AND T)

See [Bearing](#).

REVERSE STRAIGHT (I)

See [Bearing](#).

ROUND

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

1. [Planning Phase](#)
2. [System Phase](#)
3. [Activation Phase](#)
4. [Engagement Phase](#)
5. [End Phase](#)

The first round starts after setup.

ROTATE (◎)

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

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

SEGNOR'S LOOP (↶ AND ↷)

See [Bearing](#).

SETUP

Before playing, resolve the following steps:

1. **Gather Forces:** Each player places their ships and upgrade cards on the table in front of them. For each ship that has a [shield](#) value, [charge limit](#), or [Force capacity](#), place the corresponding shields, ⚡, or ⚡ above the ship and/or upgrade cards. Each player assigns [ID markers](#) to each of their ships.
2. **Determine Player Order:** The player with the lowest squad point total chooses who is the first player. Otherwise, randomly determine the first player.
3. **Establish Play Area:** Establish a 3' x 3' (91 cm x 91 cm) [play area](#) on a flat surface or use a game mat, such as the Fantasy Flight Games **Starfield Game Mat**. Then players pick opposite edges of the play area to be their player edges.

4. **Place Obstacles:** In player order, players take turns choosing an [obstacle](#) and placing it into the play area until all six obstacles have been placed. Obstacles must be placed beyond [range](#) 1 of each 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 allow a ship to [suffer damage](#) without the risk of being dealt faceup damage cards. The blue number on a ship card is the ship's **SHIELD VALUE**, indicating how many shields are placed on their active side on the ship card during setup. A ship is **SHIELDED** while it has at least one active shield.



Shield Value on a Ship Card



Active Shield Inactive Shield

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

SHIP

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

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

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

SHIP ABILITIES

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

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

SHIP SIZES

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

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

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

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

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

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

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

SHIP TYPE

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

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

SIMULTANEOUS FIRE

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

SLAM (↑)

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 [flee](#).
- When a ship performs a ↑ action, it has performed an action as well as executed a maneuver for the sake of abilities.

SPECIAL WEAPON

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

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

- Some special weapons have a small **ORDNANCE ICON** on them to indicate that range bonuses are not applied with attacks using those weapons.



- Arc restrictions appear as arc icons listed to the left of the attack value. The arc restriction requires that the defender be in that arc of the attacker.
- Range requirements are white numbers that appear as a range of numbers listed below the attack value and arc restriction.
- Some attacks also have special requirements listed in parentheses after the header:
 - ◊ The "ATTACK (☒):" 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 [3 ↘] cannot be increased and the speed of a [1 ↑] cannot be decreased.
- The speed of a [0 ■] cannot be increased or decreased.
- Even if a ship [partially executes](#) a maneuver, it is still treated as having executed a maneuver of the indicated speed.

SQUAD BUILDING

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

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

- Each ship has an upgrade bar which is a list of upgrade icons that limit the number of upgrades and types of upgrades that the ship can equip. The **X-Wing Squad Builder** will enforce these rules. Additionally, a list of all ships' upgrade bars is also available at [X-Wing.com](#).
- Nearly all game modes limit ships to a specific faction to choose from. All ship cards must be from a single faction. Some upgrade cards have faction restrictions listed in their restriction field.
- Some upgrade cards have [ship-size](#) restrictions. Only ships of the given size can equip them.
- Some upgrade cards have [ship-type](#) restrictions. Only ships of that type can equip them.
- A squad's cards are restricted by the rules of [limited](#) cards.
- A ship cannot equip more than one copy of an upgrade card with the same name.

SQUAD POINTS

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

STANDARD ARC

See [Arc](#).

STATIONARY (■)

See [Bearing](#).

STRAIGHT (↑)

See [Bearing](#).

STRESS

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



Stress Token

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

SUFFER DAMAGE

See "Damage."

SUPPLY

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

SYSTEM PHASE

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

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

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

TALLON ROLL (⤠ AND ⤡)

See [Bearing](#).

TARGET

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

TIMING

There are several terms that are 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.

TITLE (⌚)

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

TOKENS

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

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

TOKEN COLORS AND SHAPES

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

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

Additionally:

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

TRACTOR

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



Tractor Token

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

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

This move can cause the ship to [move through](#) or [overlap](#) an [obstacle](#).

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

- Some [special weapons](#) inflict tractor tokens instead of dealing damage.

TURN (⤠ AND ⤡)

See [Bearing](#).

TURRET ARC (6)

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 or available for the ship, it will list that here as well. Upgrades also have their own squad point cost.

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

- **Rebel/Imperial/Scum:** This upgrade can be equipped only to a ship of the specified faction.
- **Small/Medium/Large/Huge ship:** This upgrade can be equipped only to a ship of the specified [size](#).
- **Ship-type:** If there is a type of ship listed, this upgrade can be equipped only to a ship of the specified type.
- **Action:** If there is an action icon, this upgrade can be equipped only to a ship with that action on its action bar. This does not include actions on its linked action bar.
- A ship cannot equip more than one copy of the same card.
- A squad's cards are restricted by the rules of [limited](#) cards.

UPGRADE ICONS

Each upgrade icon uses the corresponding name listed below:

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

WINNING THE GAME

The game ends at the end of a [round](#) if all of a player's ships are [removed from the game](#). The player with no ships remaining loses, and the player with at least one ship remaining wins. If both players' last remaining ships are destroyed in the same round, the game ends in a draw.

APPENDIX

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.



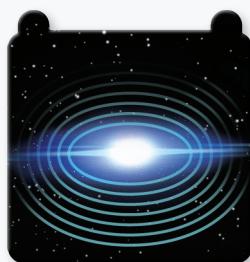
Rachel uses "Chopper's" ability, and Old Teroch gains two jam tokens. Static Discharge Vanes' ability is "If you would gain an ion or jam token, you may choose a ship at range 0–1. If you do, gain 1 stress token and transfer 1 ion or jam token to that ship." Since this is a replacement effect, it happens 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.

DEVICE RULES

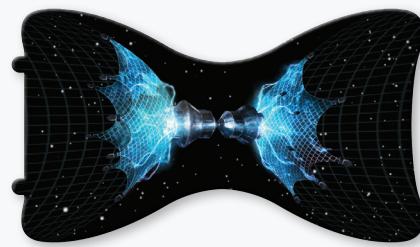
Bomblet



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

When this device detonates, each ship at range 0–1 rolls 2 attack dice.
Each ship suffers 1 \star damage for each \star/\star result.

Conner Net



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

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

Loose Cargo



Loose cargo is a debris cloud.

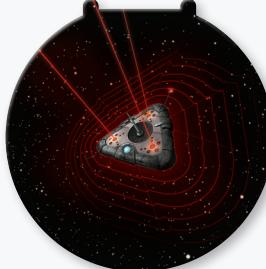
Proton Bomb



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

When this device detonates, each ship at range 0–1 suffers 1 \star damage.

Proximity 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 \star damage plus 1 \star/\star damage for each matching result.

Seismic Charge

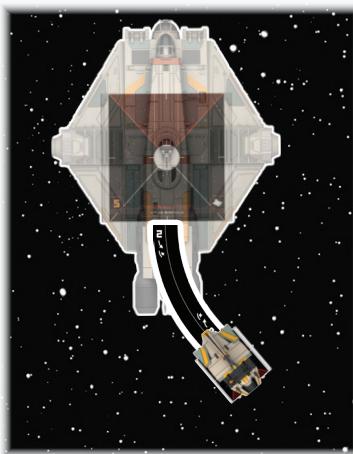


At the end of the Activation Phase, this device detonates.

When this device detonates, choose 1 obstacle at range 0–1. Each ship at range 0–1 of the obstacle suffers 1 \star damage. Then remove that obstacle.

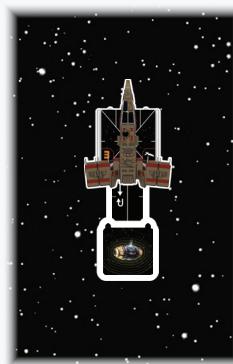
DEVICE AND DEPLOYING EXAMPLES

Deploy Example



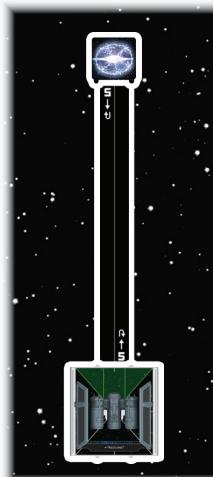
The Phantom II deploys from the Ghost using a [2 ↘] maneuver.

Dropping Bomb Example



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

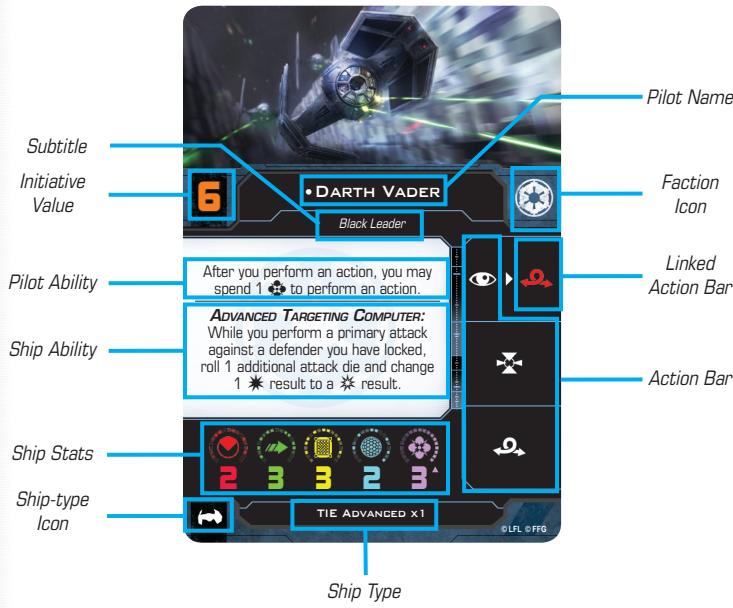
Launching Bomb Example



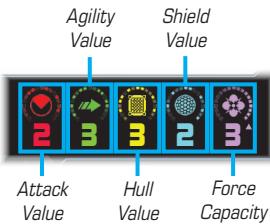
This TIE punisher launches a proton bomb using a [5 ↑] template.

CARD ANATOMIES

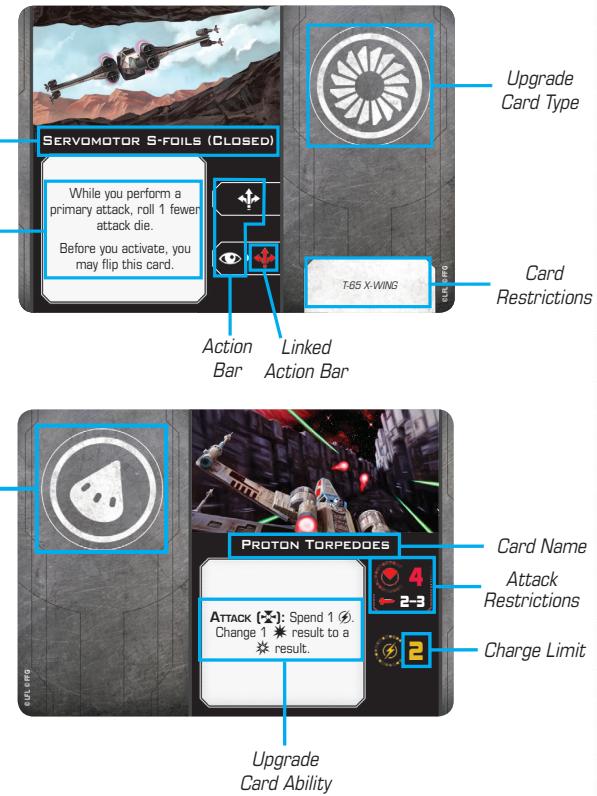
Ship Cards



SHIP STATS



Upgrade Cards



ATTACK RESTRICTIONS



Disney **starwars.com**

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

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

SHIP CARDS

•EDRIO TWO TUBES (T-65 X-WING)

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

(Changed "After" to "Before")

•MAJOR VERMEIL (TIE REAPER)

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

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

•CAPTAIN FEROPH (TIE REAPER)

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

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

UPGRADE CARDS

ADVANCED SENSORS

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

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

PIVOT WING

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

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

PROTON TORPEDOES

Should have the ordnance icon next to the attack range.



Ordnance Icon

R3 ASTROMECH

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

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

SWARM TACTICS

Should not be restricted to Imperial only.

(Removed "Galactic Empire" icon.)

•MAGVA YARRO AND •SAW GERRERA

Should read "Rebel only" in the restrictions box.

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

•DEATH TROOPERS, •DIRECTOR KRENNIC, AND ISB SLICER

Should read "Imperial only" in the restrictions box.

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

CONDITION CARDS

•OPTIMIZED PROTOTYPE

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

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

ERRATA

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

SHIP CARDS

•NORRA WEXLEY (ARC-170)

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

(Removed "you may")

UPGRADE CARDS

•Outrider

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

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

•Slave I

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

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

STATIC DISCHARGE VANES

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

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

INSERT SHEETS

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

PROXIMITY MINES

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

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

FAQ

This section contains frequently asked questions and their answers.

ARCS

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

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

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

and *Punishing One*:

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

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

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

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

Q: Is a ship in its own firing arc?

A: No.

DEPLOYMENT

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

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

LIST BUILDING

Q: If a ship equips an upgrade that alters one of its values (such as agility), how does this affect variable cost upgrades?

A: Other upgrades are ignored when calculating variable costs, and the base values of the ship are used.

LOCKING

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

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

Q: What happens when two locks from the same ship with an R3 Astromech are transferred onto a single ship (such as by Captain Kagi's 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.

ROLLING AND REROLLING DICE

Q: If a card such as Han Solo [YT-1300, Scoundrel for Hire] or 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 Han Solo [Scoundrel for Hire] and other effects that reroll "all dice," this means that if 1 or more dice are for any reason ineligible to be rerolled or modified, Han Solo still rerolls the available dice that are eligible.

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

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

SPECIFIC CARD QUESTIONS

Q: Can Cikatru Vizago exchange an ⑦ upgrade card onto a ship that could not normally equip it (such as equipping a Stealth Device to a Z-95 Headhunter and then exchanging it with a Rigged Cargo Chute on a YV-666)?

A: Yes. Restrictions are ignored after setup unless noted otherwise.

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

A: No.

Q: Is Han Solo [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: 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.