STAR WARS™

X-WING™

MINIATURES GAME



RULES OF PLAY

STAR WARS™
X-WING™
MINIATURES GAME

Game Overview

Welcome to ***X-Wing***, an exciting, fast-paced dogfighting game set in the *Star Wars* universe. In ***X-Wing***, two players take control of X-wings, TIE fighters, and other ships from the *Star Wars* universe and pit them against each other in thrilling, tactical space combat. The player who destroys all of his opponent's ships wins the game!

This game box includes all the components necessary for two players to get started, as well as several missions that offer unique victory conditions.



How to Use This Rulebook

This rulebook is written assuming that players are using only the three ships included in this game box. After players are more experienced with the game, they can implement the advanced rules, which allow players to use terrain, build custom squads, and play unique missions (see pages 21–24).

If this is your first game, set this rulebook aside and use the introductory rules explained on the included quick-start rules booklet **before reading this rulebook**.

Component List

- This Rulebook
- 1 Quick-Start Rules Booklet
- 3 Painted Plastic Ships
  - 2 TIE Fighters
  - 1 X-wing
- 3 Transparent Plastic Bases
- 6 Transparent Plastic Pegs
- 8 Ship Tokens (double-sided)
- 11 Maneuver Templates, consisting of:
  - 3 Turns
  - 3 Banks
  - 5 Straights
- 3 Maneuver Dials (each consisting of a faceplate, a dial, and a pair of plastic connectors)
- 19 Action Tokens, consisting of:
  - 4 Evade Tokens
  - 3 Focus Tokens
  - 6 Red Target Lock Tokens (double-sided)
  - 6 Blue Target Lock Tokens (double-sided)
- 13 Mission Tokens, consisting of:
  - 8 Tracking Tokens
  - 1 Shuttle Token
  - 4 Satellite Tokens
- 6 Asteroid Obstacle Tokens
- 2 Shield Tokens
- 3 Stress Tokens
- 3 Critical Hit Tokens
- 27 ID Tokens (double-sided)
- 13 Ship Cards
- 33 Damage Cards
- 5 Upgrade Cards
- 3 Red Attack Dice
- 3 Green Defense Dice
- 1 Range Ruler

Component Overview

This section describes the components in detail.

SHIPS, BASES & PEGS



These pre-painted models represent ships in the game. The pegs securely attach the ships to their bases. Each base also holds a ship token that identifies which pilot is flying the ship.

SHIP TOKENS



These tokens identify pilots and display information about their ships' capabilities. One token is placed in each ship's base to indicate who is flying that ship.

MANEUVER TEMPLATES



These templates correspond to possible maneuvers on ships' maneuver dials. They are used when physically moving ships around the play area.

MANEUVER DIALS



These dials let the players secretly plan maneuvers for their ships. Each ship has its own maneuver dial.

ACTION TOKENS



These tokens mark ships performing specific types of actions, such as focusing, evading, or acquiring a target lock.

MISSION TOKENS



These tokens are used during missions (see pages 21–24).

Maneuver Dial Assembly

Before playing, assemble each dial as shown. Connect dial "XW" to the "X-wing" faceplate, and connect dial "TF" to the "TIE Fighter" faceplate.



OBSTACLE TOKENS



These tokens represent obstacles that players can add to battles.

SHIELD TOKENS



These tokens track how strong a ship's deflector shield is.

STRESS TOKENS



These tokens mark ships whose pilot has suffered stress during the battle.

CRITICAL HIT TOKENS



These tokens mark ships that have suffered a critical hit and remind players to consult their Damage cards for more information.

ID TOKENS



These tokens help identify ships when multiple generic pilots are involved in the battle.

SHIP CARDS



These cards list a ship's statistics, the pilot's skill value and ability, the actions it can perform, the upgrades it can equip, and the point cost when buildings squads.

DAMAGE CARDS



These cards track how much damage a ship has suffered and describe special penalties that occur when a ship suffers a critical hit.

UPGRADE CARDS



These cards represent different upgrades that players can purchase for their ships, such as astromechs, elite talents, or secondary weapons.

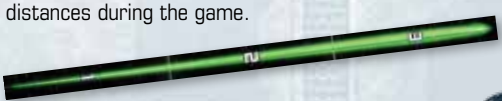
CUSTOM DICE



These custom, eight-sided dice are used to resolve combat and other abilities during the game. There are two different types of dice: attack dice (red) and defense dice (green).

RANGE RULER

This cardboard ruler is used to measure various distances during the game.



Setup

Before playing, set up the game as follows:

1. **Choose a Faction:** Players agree on which factions to control. One player controls Rebels while the other controls Imperials. If players cannot agree, randomly assign factions.

   All components belonging to a player's own faction are considered **FRIENDLY**, and all components belonging to his opponent's faction are considered **ENEMY**.

2. **Gather Forces:** Both players choose Ship and Upgrade cards from their faction. If players are not using the squad building rules (see pages 18–19), the Rebel player gathers the "Luke Skywalker" Ship card and the Imperial player gathers the "Night Beast" Ship card and one "Obsidian Squadron Pilot" Ship card.

3. **Assemble Ships:** Both players find the ship tokens and plastic ships that match their chosen Ship cards. Players assemble their ships as shown in the "Ship Assembly" diagram.

4. **Establish Play Area:** Choose a play area on a table or other flat surface. Players may use a playmat, a tablecloth, or some other means to mark the edges of the play area (see "The Play Area"). Players sit opposite from each other across the play area. The side of the play area closest to each player is referred to as his edge.

5. **Place Forces:** Place each ship in the play area in order of pilot skill (orange number), from lowest to highest (i.e. the ship with the lowest pilot skill is placed first; the ship with the highest pilot skill is placed last). If multiple ships have the same pilot skill value, the player with initiative places his ships with that pilot skill first (see "Initiative" on page 16).

   To place a ship, its owner lays the range ruler straight out from his edge of the play area and places the ship anywhere that is entirely within the Range 1 section, facing any direction (see setup diagram on page 5).

6. **Prepare Gathered Cards:** Each player takes the cards matching his forces and places them faceup outside the play area in view of all players.

7. **Activate Shields:** Place a number of shield tokens on each Ship card equal to its shield value (blue number). A ship cannot have more shield tokens than its shield value.

8. **Prepare Other Components:** Shuffle the Damage deck and place it facedown outside the play area within reach of all players. Place the other components outside the play area within reach of all players (see "Setup Diagram" on page 5).

The Play Area

X-Wing is not played on a board. Instead, it is played on any flat surface with at least 3' x 3' of space. Players may want to use a felt or cloth surface, which provides a little friction and helps to prevent players from accidentally bumping or moving the ships.

For a game with three ships, the play area should be 3' x 3'. Experienced players should feel free to experiment with different play area sizes.

Ship Assembly

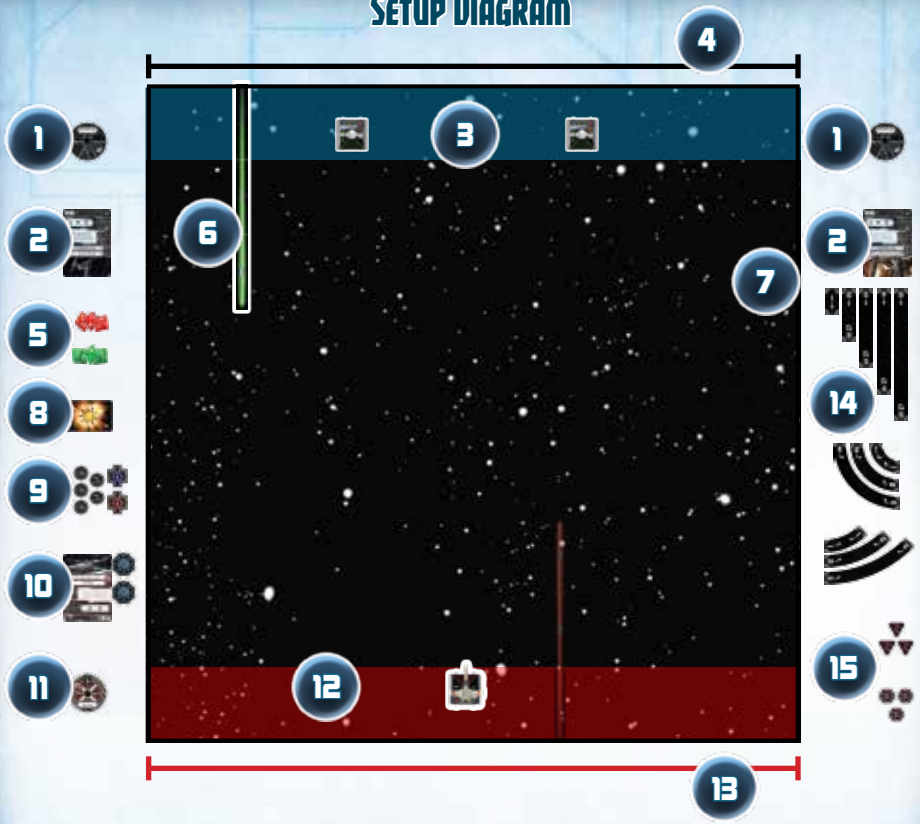


To assemble a ship, follow these steps:

1. Place the chosen ship token in the base with its firing arc over the chevron, which points to the front of the base.
2. Insert one peg into the tower of the base.
3. Insert the second peg into the first peg.
4. Insert the small peg on the bottom of the ship into the second peg.

From this point forward in the rulebook, the term "ship" refers to a fully assembled ship, complete with plastic ship, pegs, base, and ship token (plus ID tokens, if necessary; see "ID Tokens" on page 18).

Setup Diagram



1. TIE Fighter Maneuver Dials
2. TIE Fighter Ship Cards
3. Imperial Setup Area
4. Imperial Edge
5. Dice
6. Range Ruler
7. Play Area
8. Damage Deck
9. Action Token Supply
10. X-wing Ship Card
11. X-wing Maneuver Dial
12. Rebel Setup Area
13. Rebel Edge
14. Maneuver Templates
15. Miscellaneous Tokens

The Game Round

X-Wing is played over a series of game rounds. During each game round, players perform the following four phases in order:

1. **Planning Phase:** Each player secretly chooses one maneuver for each of his ships by using its maneuver dial.
2. **Activation Phase:** Each ship moves and performs one action. In **ascending order** of pilot skill, reveal each ship's maneuver dial, and execute the chosen maneuver. Then each ship may perform one action.
3. **Combat Phase:** Each ship may perform one attack. In **descending order** of pilot skill, each ship can attack one enemy ship that is inside its firing arc and within range.
4. **End Phase:** Players remove unused action tokens from their ships (except target locks) and resolve any "End Phase" abilities on cards.

After resolving the End Phase, a new game round begins starting with the Planning phase. This continues until one player destroys all of his opponent's ships.

Each of these phases is discussed in greater detail over the next few pages.

PLANNING PHASE

During this phase, each player uses maneuver dials to secretly choose one maneuver for each of his ships. The selection on the dial dictates how his ships move during the next Activation phase. Players **must** assign a dial to each ship. After all ships have been assigned maneuver dials, continue to the Activation phase.

Choosing a Maneuver

To choose a maneuver, the player rotates the faceplate of the ship's maneuver dial until the window shows only the desired maneuver. He then assigns the maneuver to one of his ships by placing the dial **facedown near its corresponding ship** inside the play area.

A player may look at his own facedown maneuver dials at any time, but he cannot look at his opponent's facedown dials. A player controlling more than one ship may assign maneuvers to his ships in any order.

Each selection on the maneuver dial has a corresponding maneuver template, which measures the ship's movement during the Activation phase. During the Planning phase, players **cannot** use maneuver templates in order to "test" where ships will end up. Instead, they must plan their maneuvers by estimating their ships' movement in their heads.

Note: Since different types of ships in the *Star Wars* universe vary in their maximum speed and maneuverability, the dial for each type of ship is unique. Thus, not all ships are capable of using every maneuver template included in the game, and some ships can execute maneuvers that others cannot.

Types of Maneuvers

Each maneuver consists of three elements: the bearing (arrow), the speed (number), and the difficulty (arrow color).



Bearing

Bearing is indicated by the arrows on the maneuver dial. Ships can travel in six possible bearings, depending on the options available on its dial:



Straight: Advances the ship straight ahead, without changing its facing.



Bank: Allows the ship to execute a shallow curve that advances the ship ahead, slightly to one side, and changes its facing by 45°.



Turn: Allows the ship to execute a tight curve that advances the ship ahead, sharply to one side, and changes its facing by 90°.



Koiogran Turn: Advances the ship straight ahead, changing its facing by 180°.

Speed

Speed is indicated by the numbers on the maneuver dial and varies between "1" and "5," depending on the options available on its dial. The higher the speed, the more distance the ship travels during its maneuver.

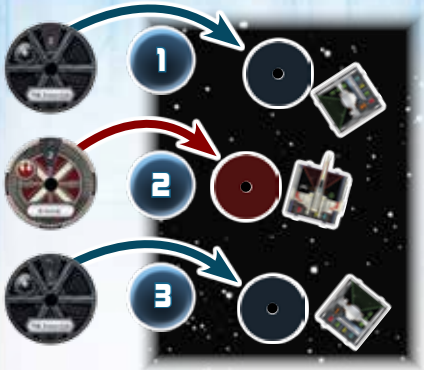
Difficulty

Some maneuvers are more difficult to execute than others. The color of the bearing arrow indicates each maneuver's difficulty. Most arrows are white, which represents a standard maneuver. Some arrows are red or green, which represent that the maneuver is either difficult for the pilot to execute (red) or extremely simple (green).

During the Activation phase, ships may receive or remove stress tokens based on the color of the maneuver executed (see page 7).

Note: Some maneuvers may be modified or restricted by other factors, such as a stress token or the text on a faceup Damage card.

Planning Phase Example



The players simultaneously choose one maneuver for each of their ships:

1. The Imperial player rotates a TIE fighter dial to the [↻ 3] maneuver and places the dial **facedown** near Obsidian Squadron Pilot.
2. At the same time, the Rebel player rotates an X-wing dial to the [↱ 2] maneuver and places the dial **facedown** near Rookie Pilot.
3. The Imperial player rotates a TIE fighter dial to the [↰ 1] maneuver and places the dial **facedown** near Academy Pilot.

ACTIVATION PHASE

During this phase, each ship is activated **one at a time**. Starting with the ship with the **lowest pilot skill**, resolve the following steps in order:

1. **Reveal Dial:** Reveal the active ship's maneuver dial by flipping it faceup.

2. **Set Template:** Take the maneuver template that matches the chosen maneuver on the dial and slide the template between the front guides of the ship's base (the two small bumps). Insert it so that the end of the template is flush against the base.

3. **Execute Maneuver:** Holding the template firmly in place, grip the side walls of the base and lift the ship off the play surface. Then place the ship at the **opposite end** of the template, sliding the **rear guides** of the ship into the opposite end of the template.

   Exception: To execute a ↶ maneuver, see "Koiogran Turn."

   If the ship has any tokens assigned to it (such as action tokens or stress tokens), move these tokens along with the ship.

   Note: If a ship executes a maneuver that causes either its base or the maneuver template in use to physically overlap with another ship base, see "Moving Through a Ship" and "Overlapping Other Ships" on page 17.

4. **Check Pilot Stress:** If the ship just executed a red maneuver, place one stress token near the ship. If the ship just executed a green maneuver, remove one stress token from the ship (if any) and return the token to the miscellaneous token supply (see "Stress" on page 17).

5. **Clean Up:** Return the used template to the pile of maneuver templates. Place the revealed dial outside the play area, near the ship's corresponding Ship card.

6. **Perform Action:** The ship may perform one action. Actions provide a wide range of benefits and are described on pages 8–9. A ship with one or more stress tokens cannot perform actions (see "Stress" on page 17).

The ship currently resolving a phase is known as the **ACTIVE SHIP**. After the active ship resolves the final step, the ship with the next lowest pilot skill becomes the active ship and resolves these same steps. Players continue activating ships in order of ascending pilot skill until each ship has activated.

Breaking Ties

When multiple ships have the same pilot skill value, the player with **INITIATIVE** must activate all of his ships with that pilot skill first. Unless otherwise specified, **the Imperial player has initiative**. For more details on initiative, see page 16.

Maneuver Templates

Maneuver templates precisely measure distance and angle to ensure that all ship movements are consistent. The ends of a maneuver template display one arrow (the bearing) and one number (the speed).

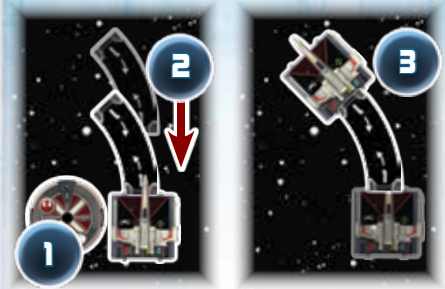
After a player reveals his dial during the Activation phase, he finds the template matching the bearing and speed of the revealed maneuver and uses that template to move his ship.

Note: Ships must bank or turn using the **exact same maneuver** chosen on their dial. In other words, if a player reveals [↱ 3], he **cannot** rotate the template to execute a [↰ 3].

Koiogran Turn

The Koiogran turn maneuver (↶) uses the same movement template as a straight (↑) maneuver. The only difference between these maneuvers is that after executing a ↶ maneuver, the player **rotates his ship 180°** (so that the guides on the **front** of the ship's base fit securely with the maneuver template).

Movement Example



1. The Rebel player flips his dial to reveal his chosen maneuver: [↰ 1].

2. The Rebel player takes the [↰ 1] template and sets it between his ship's front guides.

3. Then the Rebel player holds the template in place, moves the ship to the opposite end of the template, and slides the rear guides of the ship into the template.

Actions

During the Activation phase, each ship may perform **one action** immediately after moving. A ship may perform any action shown in the action bar of its Ship card. Additionally, certain pilot abilities, Upgrade cards, Damage cards, or missions may allow ships to perform other actions. Each of the possible actions is described in detail over the next few pages.

If an ability allows a ship to perform a "free action," this action **does not** count as the one action allowed during the "Perform Action" step.

Evade ( )

Ships with the icon in their action bar may perform the **evade** action. To perform this action, place one evade token near the ship.

The player can choose to spend the evade token later during the Combat phase to cancel one damage rolled by the attacker (see page 12). Unspent evade tokens are removed from all ships during the End phase.

Focus ( )

Ships with the icon in their action bar may perform the **focus** action. To perform this action, place one focus token near the ship.

The player can spend the focus token later during the Combat phase to increase its chances of hitting when attacking or decrease its chances of getting hit when defending (see "Spending a Focus Token" on pages 11–12). Unspent focus tokens are removed from all ships during the End phase.

Barrel Roll ( )

Ships with the icon in their action bar may perform the **barrel roll** action, which allows them to move laterally and adjust their position while still facing the same direction. To barrel roll, follow these steps:

1. Take the [↑ 1] maneuver template.
2. Place one end of the template against either the left or right side of his ship's base. (The template may be placed anywhere along the side of the ship's base as long as **no part** of the template goes beyond the front or back edge of the base.)
3. Holding the template firmly in place, lift the ship off the play surface. Then place the ship at the opposite end of the template, making sure no part of the template goes beyond the front or back edge of the base. The front of the ship must face the same direction it was facing when it started the barrel roll.

A ship cannot perform a barrel roll if this would cause its base to overlap another ship or obstacle token. The player may measure to see if his ship can perform a barrel roll **before** committing to this action.

Ship Card Anatomy



1. Pilot Skill Value
2. Pilot Name
3. Ship Type
4. Faction Icon
5. Primary Weapon Value
6. Agility Value
7. Hull Value
8. Shield Value
9. Ship Type Icon
10. Upgrade Bar
11. Pilot Ability (or italic flavor text)
12. Action Bar
13. Squad Point Cost

Barrel Roll Example



Academy Pilot performs a barrel roll action, hoping to move outside of the X-wing's firing arc.

1. The Imperial player wants to roll to the right, so he takes the [↑ 1] template and sets it along the right wall of the ship's base.
2. Then he takes Academy Pilot and moves it to the other side of the template so that the template touches the left wall of the ship's base.

Acquire a Target Lock ( )

Ships with the icon in their action bar may perform the **ACQUIRE A TARGET LOCK** action to place a pair of target lock tokens (see below). The player can choose to spend the target lock tokens later during the Combat phase to increase his chances of hitting the targeted ship (see "Spending Target Lock Tokens" on page 11).

To acquire a target lock, follow these steps:

1. Determine if the enemy ship is within range by taking the range ruler and measuring the distance from **any point** on the active ship's base to **any point** on the enemy ship's base.
2. If the enemy ship is at Range 1, 2, or 3, the active ship may acquire a target lock on that ship.
3. Place one **red** target lock token near the enemy ship to indicate that it is **TARGETED**.
4. Place the **blue** target lock token that matches the red token's letter near the active ship to indicate that it is **LOCKING**.

When measuring range for a target lock, the player may measure 360° from the active ship. The active player may measure to see if an enemy ship is within range **before** committing to this action.

Each ship capable of performing this action can maintain only one target lock (i.e., each ship can have only one blue target lock token assigned to it). However, multiple ships can target the same ship, so it is possible for a ship to have several red target lock tokens assigned to it.

Target lock tokens are only removed if the locking ship **either** acquires a target lock on a different ship **or** spends the target lock during the Combat phase.

Exception: Certain abilities may also allow a targeted ship to remove a target lock.

Some secondary weapons, such as proton torpedoes, can only be used if the ship spends a target lock on the targeted ship (see "Secondary Weapons" on page 19).

Pass

A ship may **PASS**, choosing not to perform any action.

Other Actions

Some card abilities include the "**Action:**" header. A ship may resolve this ability during its "Perform Action" step. This counts as that ship's action for the round.

Card abilities without the "**Action:**" header may be resolved when specified on the card and do not count as the ship's action. However, a ship **cannot perform the same action more than once** during a single game round (not even when the action is a "free action").

Acquire a Target Lock Example



After Rookie Pilot moves, he performs an acquire a target lock action.

1. The Rebel player measures 360° around Rookie Pilot's ship to see which enemy ships are at Range 1–3.
2. Obsidian Squadron Pilot is out of range, so Rookie Pilot cannot acquire a lock on him.
3. Academy Pilot is at Range 3, so Rookie Pilot locks onto Academy Pilot. The Rebel player places **one red** target lock token next to Academy Pilot's ship. Then he places **the blue** target lock token with the **matching letter** next to Rookie Pilot's ship.

Range Ruler

The range ruler is divided into three sections, and each section is labeled with a number (1, 2, or 3). When the rules instruct a player to "measure the distance," always orient the range ruler so that the Range 1 section touches the point of origin (usually the active ship) and the Range 3 section points toward (or touches) the intended target.

When the rules refer to a ship being "at Range 2," it means that the closest part of the intended target's base must fall under the "Range 2" section of the range ruler. When the rules refer to a ship being "at Range 1–3," it means that the target's base must fall under any section of the range ruler.

COMBAT PHASE

During this phase, each ship may perform one attack against one enemy ship that is inside its firing arc and within range. Starting with the ship with the **highest pilot skill**, players resolve the following combat steps in order:

1. **Declare Target:** The attacker chooses which enemy ship he wishes to attack.
2. **Roll Attack Dice:** The attacker rolls a number of attack dice equal to his ship's primary weapon value (red number), unless using a secondary weapon (see "Secondary Weapons" on page 19).
3. **Modify Attack Dice:** Players can spend action tokens and resolve abilities that reroll or otherwise modify attack dice results.
4. **Roll Defense Dice:** The defender rolls a number of defense dice equal to his ship's agility value (green number).
5. **Modify Defense Dice:** Players can spend action tokens and resolve abilities that reroll or otherwise modify defense dice results.
6. **Compare Results:** Players compare the final attack and defense dice results to determine if the defender was hit and how much damage it suffers.
7. **Deal Damage:** If the defender was hit, it loses shield tokens or receives Damage cards based on the damage it suffers.

After resolving the final step, the ship with the next highest pilot skill resolves these same steps. Players continue resolving combat for ships in order of pilot skill, from **highest to lowest**, until all ships have had the opportunity to perform one attack.

If a single player owns multiple ships with the same pilot skill value, he may resolve their attacks in the order of his choosing.

If both players have ships with the same pilot skill value, **the player with initiative** resolves his ships' combat steps **first** (see "Initiative" and "Simultaneous Attack Rule" on page 16).

Note: Each ship may attack only once per round.

The seven steps of combat are described in detail over the next few pages.

1. Declare Target

During this step, the **ATTACKER** (the active ship) must declare its **TARGET** (the ship he wishes to attack). The target ship must be inside the attacker's **FIRING ARC** and within **RANGE**. A player may measure to verify that these conditions are met **before** declaring a target.

A ship **cannot** target a ship if their bases are touching (see "Overlapping Other Ships" on page 17). Once declared, the target ship is now the **DEFENDER**, and players proceed to the "Roll Attack Dice" step.

Firing Arc

At the front of each ship token is a wedge shape (green for Imperials, red for Rebels). This area shows the angle from which the ship's weapons can fire. An enemy ship is inside the active ship's firing arc if **any part** of the enemy ship's base falls inside the angle defined by the wedge shape (see "Firing Arc and Range Example" on page 11).

Other ships **do not** obstruct firing arcs. For example, if a ship has multiple enemy ships inside its firing arc, it can target any one of them. Thematically, this represents that ships can attack above or below the other ships in 3D space.

Range

Range is measured using the range ruler. The range ruler is divided into three sections: Range 1 (close), Range 2 (medium), and Range 3 (long). Some weapons and abilities provide bonuses or are restricted based on the range (distance) from another ship (see "Upgrade Card Anatomy" on page 19).

Each ship's primary weapon can target ships at Range 1–3 (i.e., at Range 1, 2, or 3).

To measure range, place the Range 1 end of the range ruler so that it touches the **closest part** of the attacker's base. Then point the ruler toward the **closest part** of the target ship's base that is inside the attacker's firing arc. The lowest section (1, 2, or 3) of the ruler that overlaps the target ship's base is considered the range between the ships.

If the ruler is not long enough to reach the target ship, the ship is considered out of range and cannot be targeted. A ship may be within range, but still fall outside the attacker's firing arc.

Note: When determining firing arc and measuring range, ignore all guides (the two small bumps on the front and rear of each base).

Range Combat Bonuses

Depending on the range between the ships, the attacker or defender may roll additional dice during this attack (see "Roll Attack Dice" and "Roll Defense Dice" on pages 11–12). Range combat bonuses only occur when a ship is attacking with its **primary weapon**.

Firing Arc and Range Example



1. Obsidian Squadron Pilot is at Range 1, but outside of Rookie Pilot's firing arc.
2. Academy Pilot is at Range 3 and inside Rookie Pilot's firing arc.
3. Rookie Pilot is at Range 1 and inside Obsidian Squadron Pilot's firing arc.

2. Roll Attack Dice

During this step, the attacker calculates how many attack dice to use and then rolls the dice.

The primary weapon for each ship is its laser cannons. The player rolls a number of attack dice equal to the ship's **primary weapon value** (the red number shown on its Ship card and ship token).

Instead of attacking with its primary weapon, the attacker may choose to use a secondary weapon Upgrade card that his ship has equipped (see "Upgrade Cards" on page 19).

The attacker resolves any card abilities that allow him to roll additional (or fewer) dice. Also, if he is targeting a ship at Range 1 with his primary weapon, he rolls 1 additional attack die.



After calculating the number of attack dice, the attacker takes that number of red attack dice and rolls them.

Combat Bonuses

There are several factors that may modify a ship's attack. All dice modifiers are cumulative. If modifiers would reduce the attacker's dice to zero or less, then the attack causes no damage.

3. Modify Attack Dice

During this step, players may resolve abilities and spend tokens that allow them to modify attack dice. This includes **adding** die results, **changing** die results, and **rerolling** dice (see "Modifying Dice Results" on page 12).

If a player wants to resolve multiple modifying abilities, he resolves them in the order of his choosing. If the attacker and defender both have abilities that can modify attack dice, the defender resolves all of his abilities **before** the attacker.

Spending Target Lock Tokens

If the attacker has a target lock on the defender, he may return his **pair of** assigned target lock tokens to the action token supply to choose any number of attack dice and reroll them once (see "Combat Phase Example" on pages 14–15).

The attacker may spend target lock tokens only when he is attacking a ship that his lock is targeting (i.e., the red target lock token near the targeted ship must match the letter on the blue target lock token near the attacker).

Spending a Focus Token

If the attacker has a focus token, he may return it to the action token supply to change all 👁 results on the attack dice to ✷ results (see "Combat Phase Example" on page 14–15).

4. Roll Defense Dice

During this step, the defender calculates how many defense dice to use and then rolls the dice.

The defender rolls a number of defense dice equal to the ship's **agility value** (the green number shown on its Ship card and ship token).

The defender resolves any card abilities that allow him to roll additional (or fewer) dice. Also, if he is targeted at Range 3 by the attacker's primary weapon, he rolls 1 additional defense die.



After calculating the number of defense dice, the defender takes that number of green defense dice and rolls them.

Modifying Dice Results

When players roll dice during combat, these dice are rolled into a common area. The faceup side of each die is considered its **result**.

Dice in this common area may be modified in a variety of ways, and their final results determine how much damage the target ship suffers (if any).

Add: Some effects **add** a specific result to the combat. To resolve this, the player places a token or unused die displaying this result into the common area.

Change: Some effects **change** one die result to a different result. To resolve this, the player physically picks up the die from the common area and rotates the die so that its faceup side displays the new result.

Reroll: Some effects allow players to **reroll** certain dice. To resolve this, the player picks up the appropriate number of dice from the common area and rolls those dice again.

Important: When a die is changed or rerolled, ignore its original result and apply only the new result. This new result may be modified by other effects; however, a die that has already been rerolled **cannot be rerolled again** during this attack.

5. Modify Defense Dice

During this step, players may resolve abilities and spend tokens that allow them to modify defense dice. This includes **adding** die results, **changing** die results, and **rerolling** dice (see "Modifying Dice Results").

If a player wants to resolve multiple modifying abilities, he resolves them in the order of his choosing. If the attacker and defender both have abilities that can modify defense dice, the attacker resolves all of his abilities **before** the defender.

Spending a Focus Token

If the defender has a focus token, he may return it to the action token supply during this step to change all results on the defense dice to results (see "Combat Phase Example" on pages 14–15).

Spending an Evade Token

If the defender has an evade token, he may return it to the action token supply to add one additional result to his defense roll (see "Combat Phase Example" on pages 14–15).

6. Compare Results

During this step, players compare their dice results to determine whether the defender was **hit**.

To determine whether the defender was hit, compare the number of , , and results in the common area. For each result, cancel (remove) one or result from the attack roll. All results **must** be canceled before any results may be canceled.

If there is at least one uncanceled or result remaining, the defender is considered hit (see page 13). If all and result are canceled, the attack misses and the defender does not suffer any damage.

Canceling Dice

Each time 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 during this attack.

All abilities that allow players to cancel dice must be resolved at the start of the "Compare Results" step.



7. Deal Damage

During this step, hit ships suffer damage based upon uncanceled ✷ and ✸ results.

The hit ship suffers one **damage** for each uncanceled ✷ result, and then suffers one **critical damage** for each uncanceled ✸ result. For each damage or critical damage suffered, the ship must lose one shield token. If it has no shield tokens, it must receive one Damage card instead (see "Suffering Damage" on page 16).

When the number of Damage cards dealt to a ship equals or exceeds its **hull value** (yellow number), that ship is destroyed (see "Destroying Ships" on page 16).

After resolving the final step, the ship with the **next highest** pilot skill value takes its turn resolving the combat steps.

After each ship has had the opportunity to attack, the Combat phase ends and players proceed to the End phase.

END PHASE

During this phase, players **remove all evade and focus tokens** assigned to ships and return them to the action token supply. Target lock tokens and stress tokens remain in play until certain conditions are met (see pages 11 and 16).

Some card abilities or missions may instruct players to resolve certain effects during the End phase. If this is the case, do so at this time.

After completing the End phase, the round is over. If neither player has destroyed all of his opponent's ships, a new round begins, starting with the Planning phase.

Winning the Game

When one player destroys all of his opponent's ships, the game ends and that player wins. If playing a mission, refer to its victory conditions.

In the unlikely event that each player's final ship is destroyed at the same time, the player with initiative wins.

Resolving Rule Disputes

Situations may arise that are too close to call (such as a ship being within a certain range, etc.) If players cannot agree on the correct ruling, follow these steps:

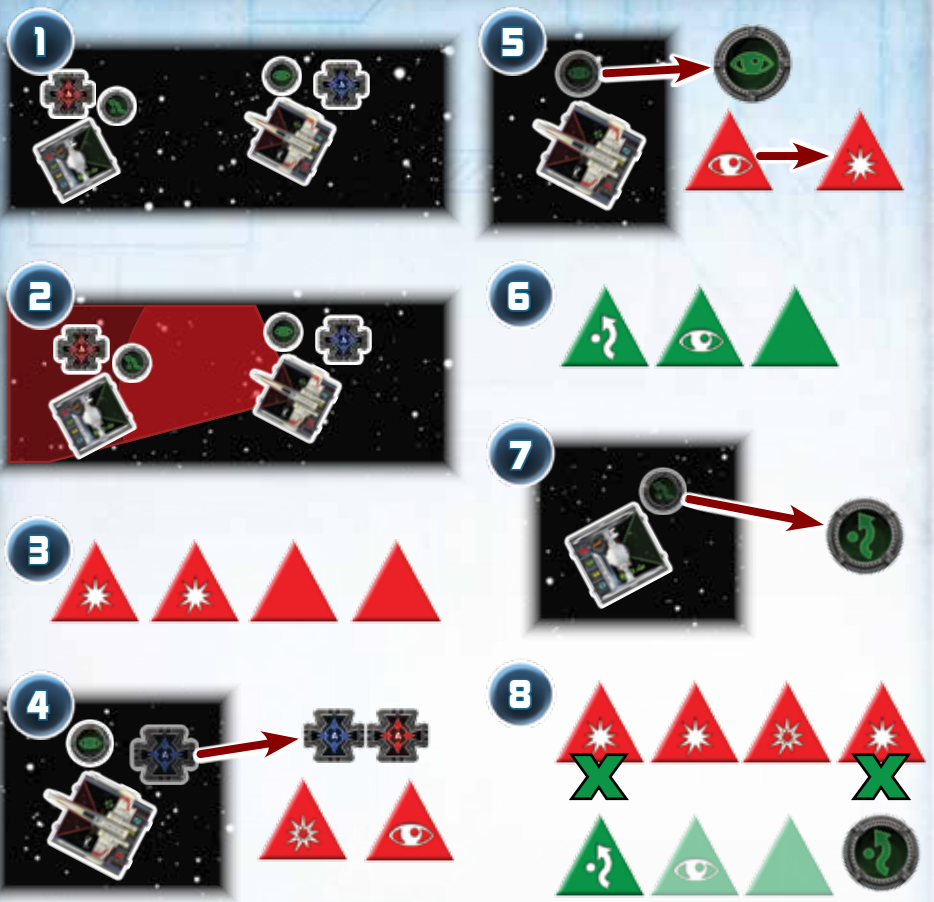
1. One player takes three attack dice while the other player takes three defense dice.
2. Both players roll. The player who obtains the most 👁 results wins the dispute.

The player who wins the dispute determines the correct ruling for this situation. If this situation arises again during this game, apply this same ruling.

Remember that what is most important when playing a game of ***X-Wing*** is having fun!



Combat Phase Example



1. The ships end the Activation phase in this position, and the Combat phase begins. Of all remaining ships in the game, Rookie Pilot has the highest pilot skill ("2"), so it resolves its combat steps first.

2. Academy Pilot is within Rookie Pilot's firing arc and at Range 1, so Rookie Pilot attacks.

3. The Rebel player rolls four attack dice (three dice from Rookie Pilot's primary weapon value and one additional die for attacking with its primary weapon at Range 1), obtaining ✷, ✷, blank, and blank results.

4. He chooses to spend his target lock (acquired during a previous round) to reroll the two blank results, obtaining ✵ and 👁 results.

5. Then he spends his focus token to change all of his 👁 results into ✷ results. In this case, only one of his dice changes.

6. The Imperial player rolls three defense dice (from Academy Pilot's agility value), obtaining ⌇, 👁, and blank results.

7. He chooses to spend Academy Pilot's evade token to add one additional ⌇ result to the defense roll.

8. The two ⌇ results cancel two ✷ results, but one ✷ result and one ✵ result remain – Academy Pilot is hit!

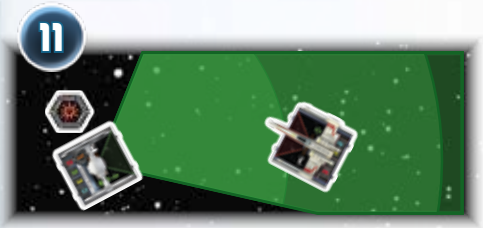
Combat Phase Example (Continued)













9. Academy Pilot does not have any shield tokens, so he suffers one damage from the uncanceled ✷ result. The Imperial player places one Damage card **facedown** next to Academy Pilot's card.

10. Then he suffers one critical damage from the uncanceled ✵ result. The Imperial player deals one Damage card **faceup** next to Academy Pilot's card. This faceup Damage card's text has an ongoing effect that applies during each Activation phase.

    He places one critical hit token near Academy Pilot's ship to remind him of this Damage card's effect.

    This ship is **not destroyed** by this attack because its hull value (3) is greater than the number of Damage cards (2).

11. The ship with the next highest pilot skill is Academy Pilot, so he resolves combat next. Academy Pilot's owner chooses to target Rookie Pilot, which is at Range 1.

12. The Imperial player rolls three attack dice (two dice from its primary weapon value and one additional die for attacking with its primary weapon at Range 1), obtaining 👁, ✷, and ✵ results.

13. The Rebel player rolls two defense dice (from Rookie Pilot's agility value), obtaining blank and ✦ results.

14. The one ✦ result cancels one ✷ result, but one ✵ result remains – Rookie Pilot is hit!

15. Rookie Pilot suffers one critical damage from the uncanceled ✵ result. The Rebel player reduces the X-wing's shields by removing one shield token from Rookie Pilot's card.

Additional Rules

This section explains all rules not previously addressed.

SUFFERING DAMAGE

Ships can suffer damage from different sources, such as being hit during combat or by an effect or card ability. Damage cards track how much damage each ship has suffered and are used to determine if the ship has been destroyed (see "Destroying Ships").

When a ship suffers damage or critical damage, it suffers them **one at a time** following these steps. The ship must suffer all normal damage before suffering any critical damage.

1. **Reduce Shields:** If there are any shield tokens remaining on the ship's card, remove one of the tokens and skip Step 2. If there are no shield tokens, proceed to Step 2 below.

2. **Damage Hull:** Deal one Damage card to the ship based on the type of damage it suffered. If the ship suffered damage (such as from a ✷ result), place the Damage card facedown next to the ship's card. If the ship suffered critical damage (such as from a ✵ result), place the Damage card **faceup** next to the ship's card (see "Critical Damage" below).

Note: If the Damage deck runs out, shuffle the discard pile to create a new deck.

Critical Damage

When a ship suffers damage, players deal the Damage card **facedown** and ignore the card's text. However, when a ship suffers **CRITICAL DAMAGE**, players deal the Damage card **faceup**.

The text on faceup Damage cards is resolved as instructed on the card. Listed above this ability is a **TRAIT** (either ***Ship*** or ***Pilot***). The trait has no effect, but it may be referenced by other cards or abilities.

When a ship is dealt a damage card faceup, place a critical hit token near the ship. This token reminds players that this ship is affected by an ongoing effect. If a ship somehow manages to remove the ongoing effect (e.g., by flipping that card facedown, by discarding that card, etc.), return the critical hit token to the supply.



Destroying Ships

When the number of Damage cards dealt to a ship is **equal to or greater than** its hull value, the ship is immediately destroyed (faceup and facedown cards count toward this total). Immediately remove the destroyed ship from the play area, discard all of its Damage cards to a faceup discard pile next to the Damage deck, and return all of its tokens to their respective supplies.

Exception: See "Simultaneous Attack Rule."

Note: Because ships are destroyed immediately after receiving Damage cards, ships with low pilot skill values may be destroyed before having an opportunity to attack.

Simultaneous Attack Rule

Although ships perform their attacks one at a time, ships with a pilot skill value **equal to the active ship's** pilot skill value have the opportunity to attack **before** being destroyed.

If such a ship would be destroyed, it simply retains its Damage cards without being removed from the play area. It may perform an attack as normal during the Combat phase, although any faceup Damage cards just dealt to it may affect this attack.

After this ship has had its opportunity to attack this round, it is immediately destroyed and removed from the play area.

Example: *Black Squadron Pilot (pilot skill "4") attacks Red Squadron Pilot (pilot skill "4"). From this attack, Red Squadron Pilot suffers damage equal to its hull value. Red Squadron Pilot will be destroyed, but since it has the same pilot skill as the active ship, it first has the opportunity to resolve its combat steps. After Red Squadron Pilot resolves its combat steps, it is destroyed and removed from the play area.*

INITIATIVE

One player always has **INITIATIVE**, a distinction used to resolve timing conflicts. Unless using the squad building rules (see page 18), **the Imperial player has initiative**. Initiative remains with a player and does not change during the game.

When ships of equal pilot skill value are activated, the player with initiative activates **all** of his ships with that pilot skill value first. Then the opposing player activates his ships. Initiative also applies during the Combat phase; the player with initiative resolves combat steps for his ships with that pilot skill value **before** his opponent (see "Simultaneous Attack Rule" above).

If multiple abilities resolve at the same time, the player with initiative resolves his abilities first.

STRESS

There are several factors that can cause pilots stress, such as executing difficult (red) maneuvers (see Step 4 on page 7). While a ship has at least one stress token, it **cannot execute red maneuvers** or **perform any actions** (even free actions).

If a ship already has a stress token assigned to it and it reveals a red maneuver during the Activation phase, the **opposing player** chooses any non-red maneuver on that ship's dial for the ship to execute.

After a ship executes a green maneuver, remove one stress token from it (see Step 4 on page 7).

FLEEING THE BATTLEFIELD

If a ship executes a maneuver that causes **any part** of its base to go outside the play area (beyond any edge), then that ship has fled the battlefield. Unless specified by a mission overview, ships that flee the battlefield are immediately destroyed.

MOVING THROUGH A SHIP

Ships can move **through** space occupied by other ships without penalty; it is assumed the ships have sufficient time and room to maneuver around them in 3D space.

To execute a maneuver through another ship, the player should hold the movement template above the ships and make his best estimation of where the ship should end its movement. Then he picks up his ship and moves it to its final location. Both players must agree on the ship's final position and facing.

OVERLAPPING OTHER SHIPS

There are a few situations that may arise where ships overlap other ships, and they are explained below.

Plastic Bases Overlapping

If a ship executes a maneuver that would cause the final position of its base to physically overlap another ship's base (even partially), follow these steps:

1. From the opposite end of the template, move the active ship backward along the top of the template until it no longer overlaps another ship. While moving the ship, adjust it so that the template remains centered between both sets of guides on the ship's base. Place the ship so that the bases of both ships are touching.

2. Skip this ship's "Perform Action" step.

Ships whose bases are touching cannot declare each other as a target during the Combat phase **while their bases remain touching**. As soon as either of these ships moves away (so that the bases are no longer touching), this combat restriction no longer applies.

Important: If the active ship is executing a maneuver that causes it to overlap another ship, instead treat its maneuver as a maneuver with the same speed and color revealed on the dial.

Plastic Figures Overlapping

Some ship figures extend beyond the edge of their base. If this part of the figure would touch another figure or obstruct its movement, simply add or remove one peg from the base to prevent this situation and continue moving as normal.

Overlapping Other Ships Example



1. Rookie Pilot is executing a maneuver that appears to cause it to overlap Academy Pilot's ship.
2. While trying to execute the maneuver, it does in fact cause Rookie Pilot to overlap Academy Pilot's ship.
3. The Rebel player moves Rookie Pilot backwards along the template, but now Rookie Pilot is overlapping Black Squadron Pilot.
4. The Rebel player moves Rookie Pilot backwards along the template,and places it touching Black Squadron Pilot.

Advanced Rules

This section explains advanced rules that can enhance the ***X-Wing*** experience. Before starting a game, players must agree which advanced rules they would like to use during the game (if any).

SQUAD BUILDING

Although ***X-Wing*** is fast and fun using only the ships found in this game box, the gameplay is even more exciting and tactical with more ships. After players have a firm grasp on the core gameplay, they can add the rules explained in this section.

To best use the squad building rules, players will need more than the three ships found in this game box. Additional ships are sold separately in expansion packs.

All Ship cards and Upgrade cards display a number in the lower-right corner. This lists the **SQUAD POINT** cost of the ship or upgrade.

During the "Gather Forces" step of setup, both players must first agree on a number of squad points per faction. It is recommended that each faction field 100 points, although players are welcome to choose any point total. If players only own the three ships found in this game box, each player should field 31 points.

Note: If playing with more than 100 squad points per player, be sure to check the "Component Limitations" section on page 21.

After choosing a point total, both players secretly and simultaneously build their squads. They do this by choosing any number of Ship cards and Upgrade cards with combined squad points equal to or lower than the agreed upon point total.

After both players are satisfied with their choices, they simultaneously reveal their chosen Ship and Upgrade cards. Players then resume the steps of setup, continuing with the "Assemble Ships" step (see page 4).

Initiative When Squad Building

When using squad building rules, the player with the **lowest** point total has the initiative. If the players' squad point totals are equal, the Imperial player has the initiative (see "Initiative" on page 16).

Adjusting the Play Area

If playing with more than 100 squad points per player, players may wish to expand the size of their play area beyond 3' x 3'. Players are free to use any play area size that they agree on.

Unique Names

This game box includes several famous pilots and astromechs from the *Star Wars* universe. Each of these famous characters is represented by a card with a unique name, which is identified by the bullet (•) to the left of the name.

A player cannot field two or more cards that share the same unique name. In a team game, this limit applies to each team (see "Team Play Rules" on page 20).

Example: *On the "Luke Skywalker" card, there is a bullet to the left of the pilot's name. The Rebel player can field only one card titled "Luke Skywalker." There is no bullet on the "Rookie Pilot" card, so the Rebel player can field X-wings with as many Rookie Pilots as he wants (within the squad point limit).*

ID Tokens

When using multiple copies of the same non-unique ship (such as "Rookie Pilot"), players use ID tokens to identify which plastic ship corresponds to which Ship card. This is important, especially when tracking damage for the different ships. To distinguish the different ships from each other, follow these steps during Step 8 of setup:

1. Take three ID tokens showing the same number and color (white or black background).
2. Place one ID token near the Ship card.
3. Insert the two remaining ID tokens into the tower of the base. The sides facing outward must match the color of the faceup token near the Ship card.

Ship Assembly with ID Tokens

Insert one ID token into each slot of the base as shown in the diagram.



Card Abilities

Many card abilities use the word "you" to specifically reference that Ship card. Abilities on Ship cards **cannot affect other ships** unless explicitly specified by the ability.

Example: *Night Beast's ability reads: "After executing a green maneuver, you may perform a free focus action." This ability can only be used to give Night Beast a free focus action (and only after his ship executes a green maneuver).*

Likewise, Damage cards and Upgrade cards only affect the ship to which they are assigned, unless otherwise specified.

Unless a card ability uses the word "may" or has the "**Action:**" or "**Attack:**" headers, then the ability is mandatory and must be followed.

Upgrade Cards

There are different ways to customize a ship, such as adding an astromech, a secondary weapon, or an elite talent. However, each ship is limited in which upgrades and how many of each upgrade it can equip.

The upgrade bar along the bottom of the Ship card displays icons that represent which upgrades the ship can equip. For each icon shown in the upgrade bar, the ship can equip **one** Upgrade card with the matching icon. Upgrade cards may be used by ships of any faction, as long as the icon appears in the ship's upgrade bar.

Some abilities may require the player to discard an Upgrade card. Return discarded Upgrade cards to the game box; they cannot be used for the remainder of the game.

Upgrade Bar



An X-wing Ship card shows one proton torpedoes icon and one astromech icon in its upgrade bar. While the Rebel player is building his squads during setup, he may equip the X-wing with one "Proton Torpedoes" Upgrade card and one astromech Upgrade card (of his choice), provided that he has sufficient squad points available.

Secondary Weapons

Several ships may equip secondary weapons, such as proton torpedoes. This section explains a few rules related to secondary weapons.

Ships may perform only one attack during the Combat phase. Secondary weapon cards show the header "**Attack:**" as a reminder that a ship attacks with **either** its primary weapon **or** one of its secondary weapons.

In addition to being inside the attacker's firing arc, the closest point of the target ship's base must fall within the weapon range shown on the card (see "Upgrade Card Anatomy" below). If both of these conditions are met, then the player rolls the number of attack dice equal to this card's attack value (instead of the ship's primary weapon value).

Example: *Proton torpedoes can only be used to attack an enemy ship that is at Range 2–3. They cannot be used to target ships at Range 1 or beyond Range 3.*

Some secondary weapons specify other requirements in parentheses after the word "**Attack**."

Example: *The "Proton Torpedoes" card specifies "***Attack (Target Lock):**" *In order to attack with this secondary weapon, the attacker must have already acquired a target lock on the defender.*

Upgrade Card Anatomy



1. Card Title
2. Card Ability
3. Attack Value (secondary weapon only)
4. Weapon Range (secondary weapon only)
5. Upgrade Icon
6. Squad Point Cost

OBSTACLES

Outer space contains many hazards including asteroids and floating debris. Some missions call for obstacles, and players can use obstacles to add variety to the standard game.

This game box includes asteroid obstacle tokens, and future expansions may introduce new types of obstacles.

Adding Obstacles to a Standard Game

During setup, before the "Gather Forces" step, both players can agree to use obstacles for this game.

Starting with the Imperial player, each player takes a turn placing one obstacle inside the play area. Obstacles cannot be placed within Range 1–2 of **any** edge of the play area. After placing all of the obstacles, the Rebel player chooses which edge of the play area is his. The Imperial player's edge is on the opposite side of the play area.

Players may agree to increase the size of their play area to account for these extra elements.

Moving into and Through Obstacles

When a ship executes a maneuver in which either the maneuver template or the ship's base physically overlaps an obstacle token, follow these steps:

1. Execute the maneuver as normal, but skip the "Perform Action" step.
2. The player rolls one attack die. The ship then suffers any damage or critical damage rolled (see "Suffering Damage" on page 16).

Important: When overlapping an obstacle token, the ship stays where it lands (on top of the token). A ship that is overlapping an obstacle token during the Combat phase **cannot attack any ship** but may be targeted by other ships as normal.

Attacking Through Obstacles

Obstacles represent space features that are difficult to fire through.

When measuring range during combat, if the edge of the range ruler **between the closest points of the two ships** overlaps an obstacle token, the attack is considered **obstructed**. Because of this obstruction, the defender rolls one additional defense die during the "Roll Defense Dice" step of this attack.

Remember that range is always measured as the shortest distance between the two ships' bases. The attacker cannot attempt to measure range to a different part of a base in order to avoid obstructing obstacles.

The Galactic Civil War

There are two primary factions involved in the time period depicted in ***X-Wing***: the Rebel Alliance, and the Galactic Empire. Each ship in this game box belongs to one of these two factions.



The Rebel Alliance



The Galactic Empire

Team Play Rules

Although a game of ***X-Wing*** always consists of two sides, the Rebellion and the Empire, it is possible to play the game with more than two players. To play with more than two players, the players divide themselves as equally as possible into teams. One team plays the Rebellion while the other team plays the Empire.

It is recommended that players use the squad building rules when playing with teams (see page 18). Each team receives the same number of squad points regardless of the number of players on that team.

Each player takes ownership over a number of ships on his team, as agreed on by the other players on his team. Each player plans maneuvers for his own ships and makes all decisions for his actions and attacks. Abilities that affect ships belonging to the same team (for example "Biggs Darklighter's" ability) affect all ships on that team, regardless of who the owner is.

Players win (and lose) together as a team. It is possible for all of one player's ships to be destroyed, but for his team to win if his teammate manages to destroy all of the opposing team's ships.

SHARING INFORMATION

Players on the same team may strategize against their opponent(s). Players are free to discuss any information with teammates (and opponents), but all discussion must take place in public (i.e., their opponent(s) must be able to hear all discussion). Also, teammates cannot show each other the maneuver chosen on their dial(s).

Breaking the Rules

Some abilities on cards conflict with the general rules. In case of a conflict, card text overrides the general rules.

If one card ability forbids an effect, while another ability allows it, the effect is forbidden.

Missions

Missions are a special way of playing the game which changes the victory conditions and offers some unique rules and objectives for the game session. After learning the basics of ***X-Wing***, players can play missions to add variety and unique objectives to the game.

Before following the standard steps for setup, players resolve the following steps:

1. **Choose Mission:** Players must both agree on which mission to play. There are three missions included in this rulebook (see pages 22–24).

2. **Choose Ships:** Both players must agree to either use the ships and upgrades listed in the "Mission Setup" section of the mission or choose their own ships using the squad building rules (see "Squad Building in Missions"). These ships are used during the "Gather Forces" step of setup.

Then players perform the setup steps listed on page 4 with the following exception: instead of performing the "Place Forces" step, players follow the rules in the "Mission Setup" section of the mission overview.

After setting up the game, review the mission's special rules and objectives. Then players are ready to begin the game.

Component Limitations

Asteroid obstacle tokens, all cards, plastic ships, bases, and pegs are limited by the quantities included in this game box.

If players run out of any other tokens, they may use a suitable replacement (such as a coin or bead) as a substitute.

If players would roll more dice than the maximum number they have available, keep track of the results showing 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 modifying dice (see "Modifying Dice Results" on page 12).

In the unlikely event that there are no Damage cards remaining in the deck or discard pile, change all ✵ results rolled to ✷ results. Use a suitable replacement to track additional damage until the deck is replenished.

Playing a Mission

When playing a mission, players follow all standard rules found in this rulebook **in addition to** any special rules that apply to that specific mission. Players resolve game rounds as normal until one player has fulfilled his objective (see "Mission Overviews" below).

Mission Play Area Size

When playing a mission, the size of the playing surface is crucial to the overall balance of the game. These missions play best with a play area of 3' x 3'.

Mission Overviews

The rules for each mission are described in three major sections: Mission Setup, Special Rules, and Objectives. Each section's purpose is explained below:

Mission Setup: This section explains the Ship and Upgrade cards used by both players (unless using squad building rules – see "Squad Building in Missions" below). During the "Gather Forces" step of setup, each player takes the indicated Ship cards as well as the Upgrade cards, indicated in parentheses after the pilot's name. This section also provides detailed instructions for how to place ships and special tokens during setup. These instructions are followed even when using the squad building rules below.

Special Rules: This section describes the unique rules that players must follow during this mission. These rules override all other rules and abilities.

Objectives: This section describes what each player needs to do in order to win the game. A player can **only win by fulfilling his faction's objective**. Players **cannot win** by destroying all enemy ships unless stated in the "Objectives" section.

Squad Building in Missions

Instead of using the pre-determined ships listed under the "Mission Setup," players may agree to instead choose their own ships and upgrades.

In order to do this, players agree on a squad point total. Then they choose Ship and Upgrade cards with total squad points equal to or lower than this number (see "Squad Building" on pages 18–19).

The scenarios included in this rulebook play best with 100-point squads. If players own only the three ships found in this game box, it is recommended that they each build 31-point squads. The Imperial player chooses first from the available Upgrade cards.

At the start of the game (before performing "Mission Setup"), the player whose squad point total is the lowest has initiative. If both players' squad point totals are equal, or if using the pre-determined ships listed under mission setup, the Imperial player has initiative (see "Initiative" on page 16).

MISSION 1: POLITICAL ESCORT

En route from Dantooine, a Rebel senator's fleet was ambushed by the Empire and nearly wiped out. The senator himself escaped in a shuttle, but a stray blast knocked out his ship's hyperdrive and sensors. Utterly reliant on his escort, the Rebel senator can do little more than go straight forward and hope he reaches the outskirts of a friendly system soon. Unfortunately, the Imperial fleet has already dispatched fighters to round up the survivors. Now, the Rebel escort must protect the senator until he can reach safety, but the Imperials won't make it easy for them…

Mission Setup

Rebel: Red Squadron Pilot

Imperial: Academy Pilot, Academy Pilot (use ID tokens to identify the two ships; see page 18)

The Rebel player places the senator's shuttle token within Range 1 of his edge of the play area. The shuttle must be placed in the exact center of his edge, with its artwork pointing directly toward the Imperial player's edge of the play area.

Place one unused Rebel Ship card **facedown** near the Rebel player's other Ship cards outside the play area (see "Shuttle Damage" below). Then he places his ship(s) within Range 2 of his edge of the play area.

Then the Imperial player places his ships within Range 2 of his edge of the play area.

Special Rules

- **Shuttle Stats:** Treat the senator's shuttle as a Rebel ship, which means that Rebel abilities that affect "friendly ships" may target the shuttle. It has an agility value of "2" and a hull value of "6," as shown on the token. (If playing with 100-point squads, it has a shield value of "6." Use tracking tokens to represent the shuttle's shields.)

- **Shuttle Movement:** At the start of each Activation phase, the Rebel player may move the senator's shuttle by choosing to execute one of three possible maneuvers: [↑ 2], [↖ 1], or [↗ 1]. The senator's shuttle cannot perform actions or attack.

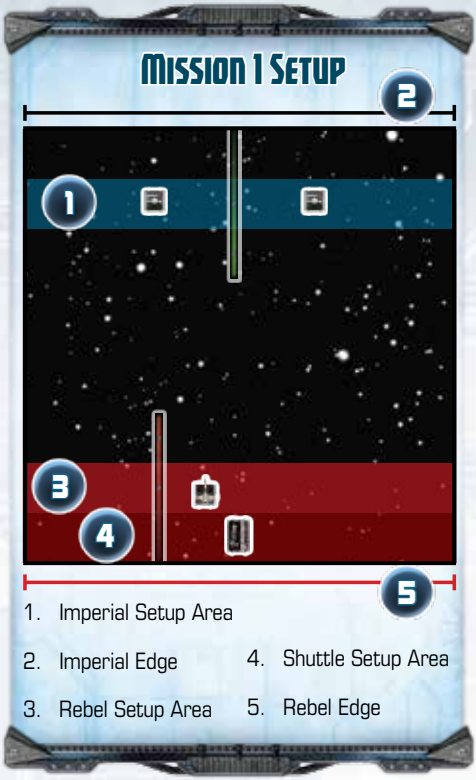
- **Shuttle Damage:** For each damage the shuttle suffers, place one Damage card facedown on top of the facedown Rebel Ship card (placed during setup). Change all ✸ results against the senator's shuttle to ✷ results (i.e., do not deal Damage cards faceup to the senator's shuttle).



Senator's Shuttle Token



Tracking Token



1. Imperial Setup Area
2. Imperial Edge
3. Rebel Setup Area
4. Shuttle Setup Area
5. Rebel Edge

Protect Action: Rebel ships may perform a **PROTECT** action when within Range 1 of the senator's shuttle. When performing a **PROTECT** action, the Rebel player places one evade token on the senator's shuttle. When attacked, the senator's shuttle may spend its evade token to add one additional ✸ result to its defense roll (see "Spending an Evade Token" on page 12).

There is no limit to the number of evade tokens that may be on the senator's shuttle at once. The Rebel player may spend only one evade token during each attack. During the End phase, remove all evade tokens from the senator's shuttle.

- **Imperial Reinforcements:** During the End phase, the Imperial player may call for one **REINFORCEMENT** for each Imperial ship that was destroyed during that round. For each reinforcement, he takes one "Academy Pilot" Ship card and places it outside the play area. Then he places one "Academy Pilot" ship within Range 1 of **his edge** of the play area. The Imperial player can assign maneuvers to this ship and use it as normal.

Objectives

Rebel Victory: The senator's shuttle must flee off the Imperial player's edge of the play area (see "Fleeing the Battlefield" on page 17).

Imperial Victory: Destroy the senator's shuttle.

MISSION 2: ASTEROID RUN

While scouting the Outer Rim, Rebel ships came across a hidden Imperial outpost! Unfortunately, before they could contact the Rebellion, the Imperial facility's ion cannons fired a barrage, disabling the communications relay and hyperdrive engine on one of the Rebel ships. In desperation, the Rebels have fled to a nearby asteroid field while their astromechs attempt to repair the damaged systems. Hopelessly outnumbered, the disabled ship must survive until its systems are back online, and then must flee the battlefield in order to notify Rebel high command!

Mission Setup

Rebel: Luke Skywalker (Determination)

Imperial: "Night Beast," "Mauler Mithel" (Marksmanship)

The Imperial player places his ships within Range 1 of **either player's edge** of the play area. He is not required to place all of his ships on the same side of the play area.

Then the Rebel player places his ship(s) anywhere in the play area that is **not within** Range 1–3 of either the Imperial edge or the Rebel edge of the play area. He chooses one of his ships to be the **Disabled Ship** and inserts a tracking token into its base.

Then the Imperial player places the six asteroid tokens anywhere in the play area that is **not within** Range 1 of any Rebel ships **or** other asteroid tokens (see setup diagram for an example of a valid setup).

Special Rules

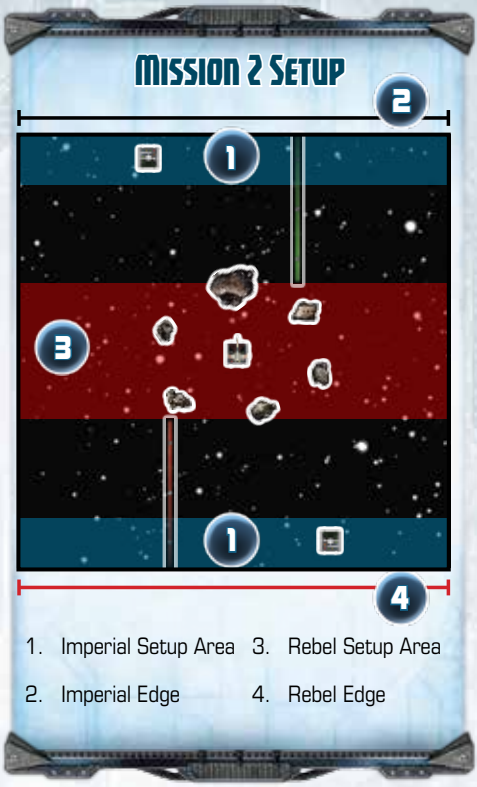
- **Tracking Rounds:** At the start of each Planning phase (including the first one), the Rebel player takes one tracking token from the supply and places it near his Ship cards outside the play area. The number of tracking tokens indicates the current round number (see "Objectives").



Tracking Token

- **Disabled Ship:** Until the disabled ship's systems are **repaired**, it may be assigned only 1- or 2-speed maneuvers. At the start of Round 5, the disabled ship is repaired. The Rebel player may now assign this ship any maneuver available on its dial and may attempt to flee (see "Objectives").

- **Imperial Reinforcements:** During the End phase, the Imperial player may call for one **reinforcement** for each Imperial ship that was destroyed during that round. For each reinforcement, he takes one "Academy Pilot" Ship card and places it outside the play area. Then he places one "Academy Pilot" ship within Range 1 of **either player's edge** of the play area. The Imperial player can assign maneuvers to this ship and use it as normal.



Note: For details on how ships interact with asteroid tokens, see "Obstacles" on page 20.

Objectives

Rebel Victory: The disabled ship must flee off **either player's** edge of the play area during Round 5 or later. If it flees in this way, it is not considered destroyed.

Any ships that flee before Round 5, or flee from a non-Imperial/non-Rebel edge of the play area, are destroyed as normal (see "Fleeing the Battlefield" on page 17).

Imperial Victory: Destroy the disabled ship.



MISSION 3: DARK WHISPERS

Imperial scouts have located a Rebel holonet satellite network, critical to maintaining secret communications across the entire galaxy. If Imperial ships can get close enough, they can download and decipher the encrypted Rebel transmissions. The Rebel defenders must hold off the Imperial fighters until security safeguards can be implemented to lock down the transmissions, disabling the holonet network but keeping the data safe.

Mission Setup

Rebel: Red Squadron Pilot (Proton Torpedoes, R2-F2)

Imperial: Black Squadron Pilot (Determination), Obsidian Squadron Pilot

The Imperial player places his ships within Range 1 of his edge of the play area.

Then the Rebel player places one satellite token within Range 3, one satellite token within Range 2, and his ship(s) within Range 1 of his edge of the play area. (If playing with 100-point squads, the Rebel player places one additional satellite token within Range 3 and one additional satellite token within Range 2 of his edge of the play area.)



Satellite Token

Each satellite token must be at **Range 2 or farther** away from both side edges of the play area. After placement, each satellite must be at Range 2–3 of at least one other satellite.

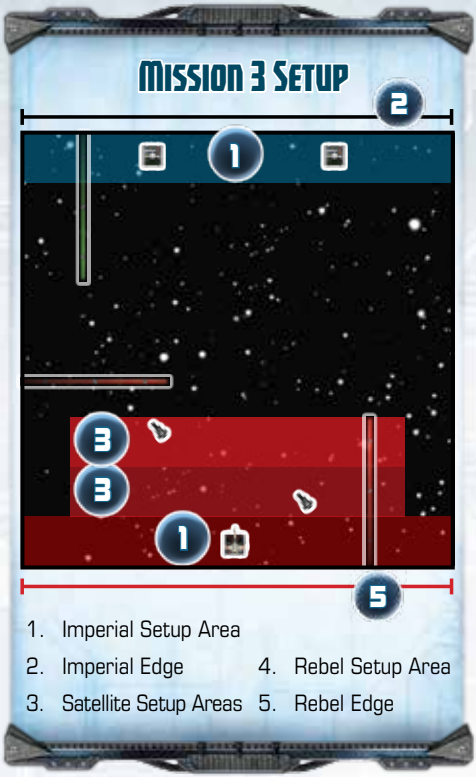
Special Rules

- **Scanning:** Instead of performing an attack during the Combat phase, an Imperial ship that is overlapping a satellite token may **SCAN** the token. To do so, he removes that satellite token from the play area and places it on the scanning ship's Ship card (see "Objectives" below). A ship may scan more than one satellite token.

  If a Rebel ship is overlapping a satellite, an Imperial ship that is touching that Rebel ship may scan the satellite as if the Imperial ship were overlapping the satellite token.

  If an Imperial ship is destroyed after scanning one or more satellite tokens, return all satellite tokens on its Ship card to the supply.

- **Rebel Reinforcements:** During the End phase, the Rebel player may call for one **REINFORCEMENT** for each Rebel ship that was destroyed during that round. For each reinforcement, he takes one "Rookie Pilot" Ship card and places it outside the play area. Then he places one "Rookie Pilot" ship within Range 1 of **his edge** of the play area. The Rebel player can assign maneuvers to this ship and use it as normal.



1. Imperial Setup Area
2. Imperial Edge
3. Satellite Setup Areas
4. Rebel Setup Area
5. Rebel Edge

Objectives

Rebel Victory: Destroy all Imperial ships (or return all satellite tokens to the supply).

Imperial Victory: After all satellite tokens have been scanned, at least one Imperial ship that scanned a satellite must flee off the Imperial edge of the play area. Ships that flee in this way are not considered destroyed.

Any ships that flee before all satellite tokens have been scanned, or flee from the non-Imperial edge of the play area, are destroyed as normal (see "Fleeing the Battlefield" on page 17).

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Special thanks to the beta testers and all those who played an early version of this game at Gen Con 2011!

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Production Notes

X-Wing has been a labor of love for the design and production teams here at Fantasy Flight Games. The *Star Wars* universe has been an important part of all our lives, and the opportunity to bring the first dynamic, detailed, and intuitive dogfighting game of its kind to the tabletop was extremely exciting for us all.

The ***X-Wing*** development team had a simple but ambitious goal: to produce a compelling miniatures game that faithfully replicated the tense starfighter battles from the *Star Wars* films. We wanted to give players the opportunity to pilot the iconic ships from the *Star Wars* universe, including the titular ***X-Wing***. We also wanted to ensure that the miniatures representing those beloved ships were as detailed, attractive, and faithful to the source material as possible.



An FFG Media Department staff member hard at work critiquing and refining 3D models of the ships.

As we set out to design our miniatures and our game system, we needed to choose the scale of the game. Too big, and the gameplay would be unwieldy and take up too much space. Too small, and we'd lose unacceptable amounts of detail, and the models wouldn't have the physical presence on the tabletop we were seeking. After creating a series of crude rapid prototypes in various sizes, we finally chose 1/270 as our final scale. At this size it was possible to maintain most of each starfighter's fine details while also making it possible for players to field a significant number of fighters on the gaming tabletop.

With the scale decided, we now had a sense of how much detail we could achieve with each sculpt. The next step was to get those details right. Accuracy was paramount to us, regarding both the fine details of the miniatures and the spirit of the gameplay. Naturally, we went straight to the source for both. Lucasfilm Ltd. has been extremely generous, allowing us access to behind-the-scenes material and exact dimensional data from the original trilogy, and working tirelessly with us to ensure that our finished product matched the established *Star Wars* canon.



A group shot of all the crude prototypes, showing the various scales FFG considered using for ***X-Wing****.*



A behind-the-scenes photo taken during the production of Star Wars: A New Hope*, showing the original filming models.*

Based on the assets from the classic films, we created a detailed CAD 3D model for each ship, which is required for precise tooling of the steel molds needed to manufacture the plastic ***X-Wing*** ships. Since we had the luxury of building these models from scratch, we were able to accurately control the scales, proportions, and minute details needed to optimize the look of each ship for this style of manufacturing. We hope players will find that the ***X-Wing*** miniatures match their silver-screen counterparts in the most accurate, detailed, and faithful way possible.

Nowhere is our devotion to scale more evident than in our TIE fighter. Through intensive research and close correspondence with Lucasfilm Ltd., we confirmed with no degree of uncertainty the true scales of this iconic Imperial fighter as it appears in the films, even going so far as to study the proportions of the original film models.

Rest assured, we're far from finished. As we expand the ***X-Wing*** miniatures game, you can expect to see additional amazing models released in the future, including some **large** surprises.

Thank you for taking the first step in your ***X-Wing*** gaming journey. We hope you'll have many hours of fun engaged in thrilling *Star Wars* space battles on your tabletop.

May the Force be with you!



FFG staff playing ***X-Wing*** *for a week-long tournament during the lunch hour.*

Quick Reference

THE GAME ROUND

1. **Planning Phase:** Each player secretly plans his ships' maneuvers by assigning them facedown maneuver dials.
2. **Activation Phase:** Each ship moves and performs one action. In **ascending order** of pilot skill, reveal each ship's maneuver dial, execute the chosen maneuver, and then the ship may perform one action.
3. **Combat Phase:** Each ship may perform one attack. In **descending order** of pilot skill, each ship can attack one enemy ship that is inside its firing arc and within range.
4. **End Phase:** Players remove unused action tokens from their ships (except target locks) and resolve any "End Phase" abilities on cards.

ACTIVATION PHASE OVERVIEW

1. Reveal Dial
2. Set Template
3. Execute Maneuver
4. Check Pilot Stress
5. Clean Up
6. Perform Action

COMBAT PHASE OVERVIEW

1. Declare Target
2. Roll Attack Dice
3. Modify Attack Dice
4. Roll Defense Dice
5. Modify Defense Dice
6. Compare Results
7. Deal Damage

DAMAGE DECK COMPOSITION

Total Number of Damage Cards: 33

- ***Pilot*** Damage Cards: 8
- ***Ship*** Damage Cards: 25 (including 7 "Direct Hit!" cards)

RANGE COMBAT BONUS

When attacking with a primary weapon:

Range 1: ✚ ◆ Range 3: ✚ ◆

LIST OF ACTIONS

Barrel Roll: Take the [↑ 1] template and move sideways (either left or right), facing the same direction.

Focus: Place 1 focus token on the active ship. During the Combat phase, spend it to change all 👁 results to ✷ results (when attacking) or 👁 results to ⚡ results (when defending).

Evade: Place 1 evade token on the active ship. During the Combat phase, spend it to add one ⚡ result to the defense roll.

Acquire a Target Lock: Place 1 blue target lock token near the active ship and place the red target lock token (with the same letter as the blue token) on any enemy ship at Range 1–3.

If the locking ship attacks the targeted ship, the owner of the locking ship may spend the pair of matching target lock tokens to reroll as many of his attack dice as he chooses.

SHIP MANEUVERS

The table below lists all possible maneuvers that an X-wing and a TIE fighter can execute. Players can reference this table at any time.





When a ship executes a **red maneuver**, place one stress token near it. While a ship has at least one stress token, it cannot execute red maneuvers or perform **any** actions (not even free actions).

When a ship executes a **green maneuver**, remove one stress token from it. If the ship has zero stress tokens, it can perform an action this round.