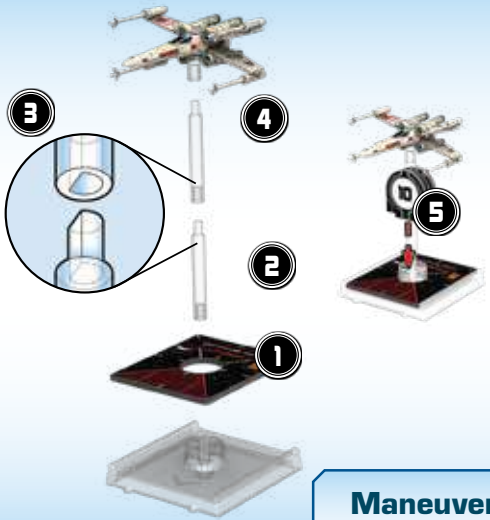
STAR WARS™

# X-WING™

# QUICKSTART RULES

This QuickStart Guide teaches you the fundamental rules of the second edition of ***Star Wars: X-Wing*** so you can start playing immediately. Read pages 1–2, then start your first game. Once you are comfortable, read pages 3–4 and add their rules to your game.

## SHIP ASSEMBLY




*To assemble the ships for your first game, punch out the ship tokens named Blue Squadron Escort, Academy Pilot, and Black Squadron Ace. Punch out the dial front and backs for the T-65 X-wing and the two TIE/ln Fighters. Punch out ID tokens numbered 1-3. Then perform the following steps to prepare your ships for play.*

1. *Place the ship token on a base with its firing arc oriented over the chevron in the base.*
2. *Insert one peg into the tower of the base.*
3. *Insert the second peg into the top of the first peg.*
4. *Insert the small peg on the bottom of the plastic ship figure into the second peg.*
5. *Place the ID tokens in the slots on the base. Use ID Tokens numbered 1 for the T-65 X-wing and 2 and 3 for the two TIE/ln fighters.*

### Maneuver Dial Assembly




*Assemble each dial as shown. Connect the dial back to the dial front marked with "T65", then connect the dial backs to the dial fronts marked with "TF".*

## SETUP

Follow steps 1–7 in this diagram to set up your first game of ***X-Wing***!

1. *Clear a 3' x 3' square space as a play area.*

2. *Place the red attack dice and green defense dice and the damage deck in reach of both players.*



3. *Place the maneuver templates and range ruler in reach of both players.*






5. *Place the Academy Pilot and Black Squadron Ace ship cards and 2 TIE/ln fighter dials on the Imperial player's side.*



6. *Choose one player to be the Rebel player. Place the Blue Squadron Escort ship card, T-65 X-wing dial, and 2 shields on the Rebel player's side.*



7. *Place the T-65 X-wing ship in the play area near the Rebel player's side and place the TIE fighter ships in the play area near the Imperial player's side as indicated.*

# OVERVIEW

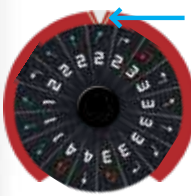
X-Wing is played over a series of rounds. Players should read this page and then start playing their first few rounds. They can add the Advanced Rules on pages 3 and 4 when they feel comfortable.

During each round, players use dials to secretly choose maneuvers for their ships, reveal and execute those maneuvers, and attack with their ships.

## 1: Planning Phase

Each player secretly chooses a maneuver for each of their ships. The maneuver determines where that ship will move during the next phase. To select a maneuver for a ship, the player rotates the ship's dial until the arrow points at the desired maneuver. Then the player places it **facedown** in the play area next to that ship. After all ships have a secret maneuver, proceed to the Activation Phase.

Until players are comfortable enough to incorporate the Advanced Rules, players should only select maneuvers that are white or blue.






*If the [2 ↱] maneuver is selected, the ship will use the [2 ↱] template to move.*

## 2: Activation Phase

Starting with the ship that has the **lowest** initiative (the orange number on the ship's card and token) and continuing in ascending order, each ship moves by "executing the maneuver" on its dial.



*Initiative Value on a Ship Card*

To execute a ship's maneuver, the ship's dial is revealed. The template corresponding to the revealed maneuver is placed in front of the ship, snugly between the front guides. Then, the ship is picked up and placed on the other end of the template with the rear guides snugly against the template.



After a ship executes a maneuver, it can perform an action, but players should ignore this step unless using the Advanced Rules. After all ships execute their maneuvers, proceed to the Engagement Phase.

## 3: Engagement Phase

Starting with the ship with the **highest** initiative and continuing in descending order, each ship performs an attack.

To perform an attack, use the range ruler to determine if there are any ships in the attacker's front firing arc. The firing arc is the area created by extending the lines on ship token to the end of the range ruler. If there is a ship in this area, the attacking player chooses one to attack.

*The TIE fighters marked with a ✓ are inside the X-wing's firing arc.*

*The ones marked with an ✗ are outside the arc, so the X-wing cannot attack them.*



Asteroids and debris clouds can affect attacks, but players should ignore them unless they are using the Advanced Rules.

To perform an attack, the attacker rolls a number of attack dice (red) equal to the attack value on the attacking ship's card. Then the defender rolls defense dice (green) equal to the agility value on the defending ship's card.



*Attack Value*



*Agility Value*

Each ↱ (evade) rolled removes one die showing a ✷ (hit). If there are no more ✷ results, it removes one ✲ (critical) instead. Ignore 👁 results unless using the Advanced Rules.



*With this roll, the 2 ↱ results cancel 1 ✷ and 1 ✲ result, leaving only 1 ✲ result remaining.*

For **each** ✷ or ✲ remaining, the defender loses one shield token (flipping it to the inactive side). If it does not have a shield remaining, it is dealt a damage card instead.



*Active Shield*



*Inactive Shield*

Damage cards are placed facedown next to the defender's ship card. A ship is destroyed when it has a number of damage cards equal to its yellow hull value.



*Hull Value*

After all ships have attacked, start a new round, beginning with the Planning Phase.

# ADVANCED RULES

After the players have played a few rounds, they are ready to add these concepts to their game.

## Color of Maneuvers

Maneuvers have one of three colors: white, red, or blue. After a ship executes a red maneuver, it gains a stress token (place it next to the ship). While a ship is stressed, it cannot select red maneuvers or perform actions (actions are described later). After a ship executes a blue maneuver, it removes a stress token.



*Red Maneuver*



*Stress Token*

## Special Maneuvers (↶, ↰, and ↱)

Both X-wings and TIE fighters can execute the Koiogran turn (↶) special maneuver. The ↶ maneuver is executed like a straight (↑) maneuver. Then, the ship is rotated 180° at the end of the template.



*Koiogran Turn (↶)*

X-wings can also execute the left Tallon roll (↰) and right Tallon roll (↱) special maneuvers. They are executed like a left turn (↰) or right turn (↱) maneuver. Then, at the end of the template, the ship is rotated 90° in the direction of the turn. This will result in the ship being oriented 180° from their original position at the end of its maneuver.



*Right Tallon Roll (↱)*

## Overlapping Ships

If a ship ends its movement on another ship, it must back up along the template until it is just touching that ship. Align the short white line on the front and the back of the ship token to the line in the center of the template.



*The X-wing overlaps the second TIE fighter, so it backs up until it is just touching that ship.*

After overlapping, the ship cannot perform an action. Additionally, during the Engagement Phase, ships that are touching cannot attack each other.

## Overlapping Obstacles

While a ship executes a maneuver, if the ship's **template or final position** overlaps an obstacle, it suffers a negative effect.

If the ship overlaps an asteroid, roll 1 attack die. On a ✸ or ✸ result, the ship loses 1 shield if able. If the ship cannot lose 1 shield, it is dealt 1 facedown damage card on a ✸ result or 1 faceup damage card on a ✸ result. Regardless of the roll, it also cannot perform an action, and it cannot attack if it is still on the asteroid.



*Since the template is touching the asteroid, the TIE fighter suffers negative effects.*

If the ship overlaps a debris cloud, roll 1 attack die. On a ✸ result, the ship loses 1 shield if able. If the ship cannot lose 1 shield, it is dealt 1 faceup damage card. Regardless of the die result, it gains 1 stress token.



*Asteroids*



*Debris Clouds*

## Fleeing the Battlefield

If the final position of a ship's maneuver is outside the play area, that ship flees and is removed from the game! Be careful when flying near the edge.

## Actions

After a ship executes a maneuver, it can perform an action. The actions a ship can perform are listed as icons on its ship card.



*TIE Fighter Actions*

- **Focus:** The ship gains one focus token (place the token next to the ship). While attacking, it can spend the token to change all of its (focus) results into ✸ results. While defending, it can spend the token to change all of its results into ✸ results. Discard all unspent focus tokens at the end of each round.



*Focus Token*



- **Evade:** The ship gains one evade token (place the token next to the ship). While defending, it can spend the token to change one result (including a blank result) into an result. Discard all unspent evade tokens at the end of each round.



*Evade Token*



- **Barrel Roll:** The ship performs a barrel roll, which moves the ship sideways. To barrel roll, place the [1 ↑] template on the left or right side of the ship. Then, pick up the ship and place it on the other end of the template, maintaining its facing. A ship cannot barrel roll if it would end overlapping another ship.



- **Lock:** The ship performing this action (the locking ship) gains a lock on an enemy ship. Using the range ruler, choose one enemy ship at range 1–3 and assign it a red lock token with the number that matches the locking ship's ID token (e.g., use lock token "1" if the locking ship's ID token says "1"). When the locking ship attacks that enemy, it can spend the lock token to reroll any number of its attack dice. Target lock tokens are **not discarded** at the end of a round.



*Lock Token*



*ID Token*

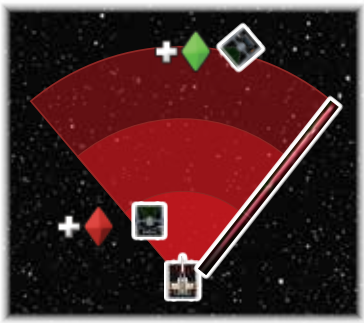
## Obstructed Attacks

While attacking, if the attacker measures range to the enemy ship through an obstacle, the attack is obstructed. Range is measured from the closest point of the attacker's firing arc to the closest point of the defender's base. In this case, the defender rolls 1 additional defense die.



## Range Bonus

During an attack, the attacker or defender may get a bonus die depending on the attack's range. If the attack occurs at range 1, the attacker rolls 1 additional attack die. If it occurs at range 3, the defender rolls 1 additional defense die.





*Attack Value*



*Agility Value*

## WHAT NOW?

This document taught you the majority of the game's rules, so you are ready to finish your first game. After your first game, you can read the **Rulebook** to learn more detailed descriptions of basic rules. For the sake of simplicity, some of the rules in this QuickStart may be slightly different from those in the Rulebook. If you want to jump into your next game, read just the following sections:

- Suffering Damage, page 8: Ships that are hit by results can suffer critical damage.
- Linked Actions, page 10: Some ships have access to linked actions, which allow them to perform multiple actions in a row.
- Charges, page 12: Some pilots and upgrades have strong abilities that are limited by the number of charges they have.
- Upgrade Cards, page 12: Many ships can equip upgrades like Proton Torpedoes or astromechs, which grant ships special abilities.
- Quick Build, page 15: Players can quickly create their own squads using the Quick Build option for squad-building.

While you are playing, if you encounter a term that you do not recognize, you can use the online Rules Reference, which contains a glossary of all terms in the game. The Rules Reference is available at *X-Wing.com*.

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