STAR WARS™ X-WING™



Rulebook

INTRODUCTION

Your T-65 X-wing's engines roar as you swerve into the asteroid field, skirting debris and fragments of past battles. You snap your S-foils shut and flare the thrusters, boosting through a narrow gap between two drifting, ponderous asteroids. As you clear the field, the worried clicks of your faithful astromech and the flash of lasers alerts you to the TIE fighters ahead. You set your S-foils to attack position!

GAME OVERVIEW

In ***Star Wars: X-Wing***, two players each control a squadron of starfighters from the *Star Wars* universe and pit them against each other in thrilling, tactical space combat. One player wins when all enemy ships are destroyed!

GETTING STARTED

If players would like to quickly jump into their first game of ***X-Wing*** or simply get a feeling for the fundamentals by experiencing a tutorial, they should start with the QuickStart Guide. The QuickStart Guide does not include all of the rules of the game, but covers most of the important subjects.

Alternatively, this Rulebook is a more technical document, breaking down some aspects of the game into many steps. The goal of the Rulebook is to teach new players the rules of ***X-Wing*** using the ships included in this product.

Once players understand how to play, and desire to build squads, they should consult the online Rules Reference to answer any further questions. The Rules Reference is updated to include information about new ships as they are introduced into the game and can be found at *X-Wing.com*.

Assembling Dials and Ships

If players did not play through the QuickStart Guide, they begin by assembling their ships and maneuver dials as described in the diagrams on this page.

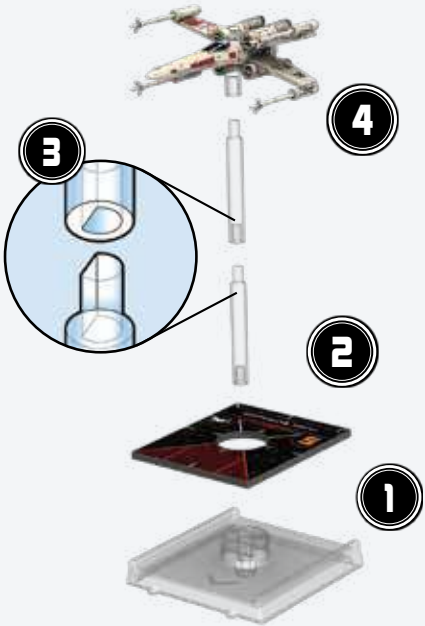
ID Tokens

Players use ID tokens to differentiate their ships. During setup, each ship is assigned three identical ID tokens. A pair of ID tokens are inserted into the plastic base, and the third token is placed on the ship's card. One player places them so that the white numbers are displayed, and the other player displays the black numbers.



Place the ID tokens in these slots.

Ship Assembly



To assemble a ship, follow these steps:

1. Place the chosen ship token in the base with its rectangular bullseye 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 post on the bottom of the plastic ship miniature into the second peg.

Maneuver Dial Assembly

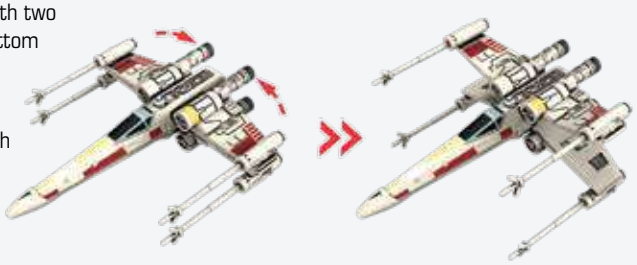


Before playing, assemble each dial as shown. Connect the dial back to the dial front marked with "T65", then connect the dial backs to the dial fronts marked with "TF".

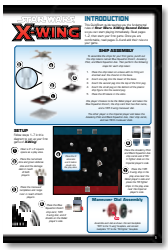
Setting Wings to Attack Position

To open the S-foils of the T-65 X-wing, gently pinch the top engines with two fingers of one hand and the bottom engines with two fingers of the other hand.

To close the S-foils, gently pinch the right side engines with two fingers of one hand and the left side engines with two fingers of the other hand.



COMPONENT LIST



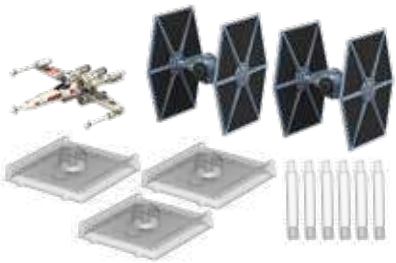
1 QuickStart Guide



13 Ship Cards



4 Quick Build Cards



3 Ships (3 Plastic Ship Miniatures, 6 Plastic Pegs, 3 Plastic Bases)



3 Maneuver Dials (3 Backplates, 3 Faceplates, 3 Plastic Connector Pairs)



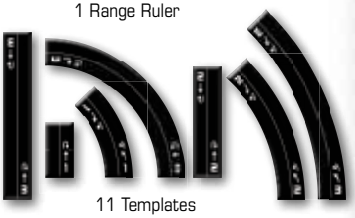
20 Upgrade Cards



33 Damage Cards



1 Range Ruler



11 Templates



2 Position Markers



1 First Player Marker



2 Hyperspace Markers



4 Shields



6 (Standard Charges)



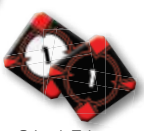
2 (Force Charges)



8 Ship Tokens



6 Obstacles (3 Asteroids and 3 Debris Clouds)



6 Lock Tokens



3 Ion Tokens



5 Stress Tokens



1 Disarm Token



6 Dice (3 Red, 3 Green)



3 Dial ID Tokens (see page 15)



18 ID Tokens



4 Focus Tokens



3 Evade Tokens



3 Critical Damage Markers (see page 9)

FUNDAMENTAL CONCEPTS

Before learning the steps of the game, it is important to understand these basic concepts, since they are referenced in multiple sections.

SHIPS

Thematically, in ***X-Wing***, the players control the decisions of their pilots, choosing how they navigate their ships and which targets they attack. Each ship in the game is represented by a ship card, a ship token, and a plastic miniature, base, and peg(s).

Each ship card includes a variety of information about the ship, from the types of attacks it can perform to its defensive capabilities.

Each ship and maneuver dial has a ship type (e.g., TIE/ln Fighter). Each ship assembly is paired with a dial of the corresponding ship type, which is used to plan its movement.

INITIATIVE

Each ship has an initiative value on its ship card and token. Initiative represents the pilot's reflexes, skill, or even luck.



Initiative Value on a Ship Card

Numerous elements of the game refer to initiative, but its primary function is to determine the order in which ships act. The rules often instruct ships to act in **INITIATIVE ORDER**, which means the ships take turns in numeric order. The rules will always specify whether to start with the lowest initiative (ascending order) or the highest initiative (descending order).

If a player has two or more ships with the same initiative, that player decides the order in which they act.

If both players have ships with the same initiative, those ships act in **PLAYER ORDER**. The player who receives the first player marker during setup is the **FIRST PLAYER**; their ships of that initiative act first. Then the other player's ships of that initiative act.



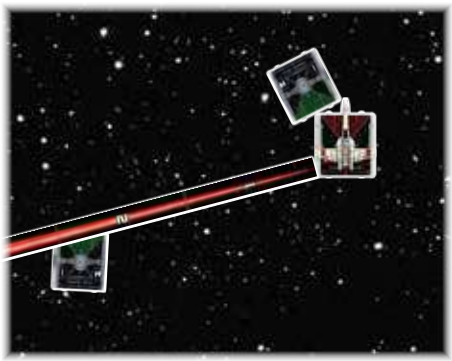
First Player Marker

MEASURING RANGE

To determine the distance between two objects, ***X-Wing*** uses a 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. While measuring range from ships, measure from the plastic base, not from the miniature. An object is **AT** the range that corresponds to the range band that falls over the closest point of the second object.

Two objects (ships, obstacles, devices) that are touching are at range 0 or each other. Likewise, an object is at range 0 of itself.



The X-wing is at range 0 of the closer TIE fighter because their bases are touching. The X-wing and the farther TIE fighter are at range 2 of each other, because the closest point of that TIE fighter is inside the "2" range band.

An object is **BEYOND** a range if no part of it falls between the object being measured from and the specified range.



*The TIE fighter is **beyond** range 1 and **at** range 2 of the X-wing. The asteroid is **beyond** range 1, **beyond** range 2, and **at** range 3 of the X-wing.*

SETUP

Before playing a game, each player chooses the ship and upgrade cards they wish to use; this process is known as **SQUAD BUILDING**. How to build squads is described later.

After players build their squads, they set up by resolving 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 charges above the ship and/or upgrade cards. All player assigns ID tokens to each of their ships.

2. **Determine Player Order:** While using squad points (described later), 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) play area on a flat surface or use a playmat such as the Fantasy Flight Games's ***Starfield Playmat***. If desired, players can agree on a different size for their play space. 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. The gray area on the figure on the right shows where obstacles can be placed.

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. Players must place ships within range 1 of their player edge.

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.



Shield Value

Force Capacity

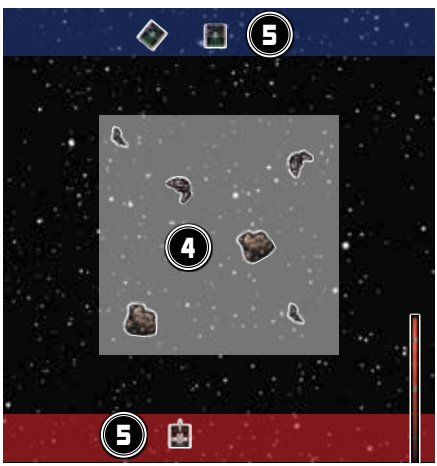
Charge Limits



Assign First Player Marker



Imperial Edge



Rebel Edge



PLAY

X-Wing is played over a series of rounds. Each round consists of five phases:

1. **Planning Phase:** Players choose maneuvers for their ships using maneuver dials.
2. **System Phase:** Some ships can resolve specific abilities.
3. **Activation Phase:** Each ship moves and performs actions.
4. **Engagement Phase:** Each ship may perform an attack.
5. **End Phase:** Circular tokens are removed from ships and some charges recover.

After each End Phase, players start a new round, beginning with the Planning Phase. Players continue to resolve rounds until one player has no ships remaining.

PHASE 1: PLANNING PHASE

During this phase, each player uses a maneuver dial to **secretly** set a maneuver for each of their ships. Each type of ship has a different dial that thematically reflects its unique capabilities.

A maneuver indicates how a ship will move. It has three components: speed (the number), bearing (the arrow), and difficulty (the color). The speed and bearing determine the distance and angle of the maneuver; difficulty is explained later. Each maneuver corresponds to a template that displays the same speed and bearing.

This template corresponds to both the [1 ↑] and [1 ↷] maneuvers.



To **set** a maneuver for a ship, the player takes a dial corresponding to that ship and rotates it until the arrow points at the maneuver they would like to set. Then the player assigns the dial to its corresponding ship by placing it facedown in the play area next to that ship.



This dial is set to the [3 ↗] maneuver.

After all ships have dials assigned to them, play proceeds to the System Phase.

PHASE 2: SYSTEM PHASE

Some ships have special abilities that indicate they are used during the System Phase. All of these abilities are resolved in initiative order, starting with the **lowest** initiative.

The ships contained in the ***X-Wing*** core set do not have any of these abilities, but some expansion ships do, such as the ***TIE/ph Phantom*** and ***Ghost*** expansions.

PHASE 3: ACTIVATION PHASE

During this phase, each ship activates one at a time. Ships activate in initiative order, starting with the **lowest** initiative.

When a ship activates, resolve the following steps:

1. **Reveal Dial:** The ship's assigned dial is flipped faceup and placed 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, play proceeds to the Engagement Phase.

Executing a Maneuver

When a ship executes a maneuver, the player uses a template to change the ship's position. Then, the ship may be affected by the maneuver's difficulty.

To move the ship, the player follows these steps:

1. Take the template that matches the maneuver from the supply.
2. Set the template between the ship's front guides so that it is flush against the base.
3. Pick up and place the ship at the opposite end of the template, sliding the rear guides of the ship into the template.
4. Return the template to the supply.

After moving the ship, the player checks the difficulty (color) of the maneuver. If the maneuver is red, the ship gains one stress token. If the maneuver is blue, the ship removes one stress token.



Stress Token

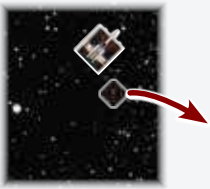
Example of Executing a Maneuver

1. The player revealed a blue 2 right bank (2 ↱). Then they take the (2 ↱) template from the supply.
2. The player places the (2 ↱) template in the play area in front of the ship, sliding the template between the front guides.
3. The player picks up and places the ship at the opposite end of the template, sliding the rear guides of the ship into the template.
4. The maneuver is blue, so the player removes 1 stress token and returns it to the supply.









A ship is **STRESSED** while it has one or more stress tokens. A stressed ship cannot set or execute red maneuvers, and it cannot perform actions.

After a ship gains a token (such as a stress token), it is placed next to the ship. As the ship moves, the tokens move with it.

Performing Actions

Choosing and performing actions are some of the most impactful decisions a player makes during the game. Actions provide several benefits, primarily the ability to reposition or to enhance offensive or defensive capability during the Engagement Phase.

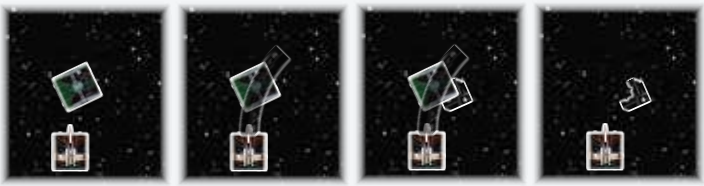
Since most actions influence the Engagement Phase, actions are explained later in the Additional Rules section on pages 10–11.



Example of Position Marker Usage

It can be difficult to precisely move one ship over another ship. When players desire a higher level of precision, they can use a position marker to track ship positions.

In the example on the right, a TIE fighter is in the path of the X-wing's maneuver. To precisely measure the X-wing's final position, a position marker is used to indicate the position of the TIE fighter.



The TIE fighter is in the way of the X-wing's movement.

Mark the TIE fighter's position. Then, remove the ship.



Next, complete the maneuver.

Now, replace the TIE fighter and remove the position marker.

PHASE 4: ENGAGEMENT PHASE

During this phase, each ship engages one at a time. Ships engage in initiative order, starting with the **highest** initiative. When a ship engages, it may perform one attack, therefore, ships with high initiative get to attack first. After all ships have had the opportunity to engage during the Engagement Phase, the players proceed to the End Phase.

To understand how to perform an attack, players must first understand arcs and targeting restrictions.

Arcs



Each ship has four **ARCS** printed on its ship token: front (▼), back (▲), left, and right. Ships attack from their printed **FIRING ARC**, which is the arc on the ship token that is shaded. The color of the shading corresponds to the faction of the ship.

Targeting Restrictions

To target a ship, two conditions must be met:

- The target ship's base must be in the attacker's firing arc.
- The target must be at range 1–3.

The attacker measures to the closest point of the target that is in the attacker's firing arc; this measurement is called the **ATTACK RANGE**.

Example of Targeting



The TIE fighter is attempting to attack the X-wing. Part of the X-wing's base is in the TIE fighter's ▼, so the first requirement is satisfied. The closest point of the X-wing's base that is in the ▼ is at range 2, so the second requirement is satisfied. Thus, the TIE fighter can attack the X-wing.

Note that although the attack range is range 2, the two ships are at range 1 for all other purposes (outside the firing arc).

Performing an Attack

To perform an attack, a ship follows these steps:

1. **Declare Target:** Measure range to any number of enemy ships and determine which enemy ships are in the attacker's firing arc. Choose one of those ships to become the defender.
2. **Attack Dice:** The attacking player rolls attack dice (red) equal to the attack value on the attacking ship's ship card. Then, the **defending** player may use their abilities that modify the attack dice, followed by the **attacking** player.



Attack Value

3. **Defense Dice:** The defending player rolls defense dice (green) equal to the agility value on the defending ship's ship card. Then, the **attacking** player may use their abilities that modify the defense dice, followed by the **defending** player.



Agility Value

4. **Neutralize Results:** Each ◆ (evade) result cancels one ✸ (hit) or ✵ (critical) result, removing both dice from the dice pool. All ✸ results must be canceled **before** ✵ results are canceled.

   The attack **HITS** if at least one ✸ or ✵ result remains; otherwise, the attack **MISSES**.
5. **Deal Damage:** The defender suffers damage equal to the remaining ✸ and ✵ results.
6. **Aftermath:** Abilities that trigger after an attack are resolved.

Suffering Damage

Damage causes ships to lose shields or be dealt damage cards. There are two types of damage: ✸ (regular) damage and ✵ (critical) damage.

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.



Active Shield



Inactive Shield

A ship is destroyed when the total number of (faceup and facedown) damage cards it has equals or exceeds its hull value. Destroying ships is explained on page 11.



Hull Value

Example of an Attack

1. Luke Skywalker has an initiative of "5" and Academy Pilot has an initiative of "1," so Luke engages first during the Engagement Phase and can perform an attack.



2. Academy Pilot is in Luke's ◓. The Rebel player measures range from Luke to Academy Pilot. The attack range is 2.



3. Luke rolls attack dice equal to his attack value getting one blank result and two ✷ results.



4. Academy Pilot rolls defense dice equal to their agility value, getting one 👁 result, one ⌇ result, and one blank result.



5. The 👁 and blank results have no effect. The ⌇ result cancels one ✷ result. One ✷ result remains uncanceled, so the attack hits.



6. Since one ✷ result was not canceled, Academy Pilot suffers one ✷ damage. They do not have any active shields, so they are dealt one facedown damage card next to their ship card.



Critical Damage Markers

Some of the faceup damage cards have lingering game effects. If a ship is dealt a faceup damage card with a persistent effect, place a critical damage marker next to it to remind players of that persistent effect.



Critical Damage Markers

PHASE 5: END PHASE

During the End Phase, players remove all (green and orange) circular tokens from their ships in the play area, and some charges on cards may flip to their active side. All of these components are explained later in the "Additional Rules" section.

If both players have at least one ship remaining, play proceeds to the next round and a new Planning Phase begins.

Winning the Game

After this phase ends, the players check to see if somebody has won the game. If only one player has a ship remaining in the play area, that player wins!

ADDITIONAL RULES

After players understand the basic rules, they are ready to learn the game's remaining concepts.

ACTIONS

Actions represent things a pilot can do, such as repositioning slightly or flying defensively.

A ship may perform one action during the Perform Action step of its activation (during the Activation Phase). The actions available to a ship are listed in the action bar on the right side of its ship card.



Action Bar on Ship Card

In addition to the action during the Perform Action step, card abilities may instruct the ship to perform additional actions. There is no limit to the number of actions a ship can potentially perform; however, a ship cannot perform the same action more than **once per round.**

Some action icons are red. After a ship performs one of these actions, it gains a stress token. A ship that is stressed for any reason **cannot perform actions or execute red maneuvers**.



Red Action on Action Bar

Linked Actions

Some ships have actions linked to other actions on their ship cards. A ship can perform a linked action after it performs the action to the left of the linked action.



Barrel Roll Action Linked to Focus Action

Types of Actions

The actions included on ship or upgrade cards in this product are described below.

Focus ( )

Focus represents the pilot clearing their mind of distractions, allowing them to act in harmony with the galaxy and improve their combat ability.



Focus Token

When a ship performs a action, it gains a focus token, which is placed next to that ship. While attacking, a ship can spend a focus token during the Attack Dice step to change all of its results to results. While defending, a ship can spend a focus token during the Defense Dice step to change all of its results to results.

All unspent focus tokens are removed during the End Phase.

Evade ( )

Evade represents the pilot flying erratically or unpredictably to make it harder for enemy ships to hit them.



Evade Token

When a ship performs an action, it gains an evade token, which is placed next to that ship. While defending, a ship can spend an evade token during the Defense Dice step to change one of its blank or results to an result.

Just like focus tokens, all unspent evade tokens are removed during the End Phase.

Barrel Roll ( )

Barrel rolling allows a pilot to move their ship laterally and adjust their position. When a ship performs a action, it follows these steps:

1. Take the [1] template.
2. Place the short edge of the template flush against the left or right side of the ship's base. The template must be placed with the middle line of the template aligned with the hashmark on the side of the base.
3. Lift the ship off the play surface, then place the ship so that the hashmark on the other side of the base is aligned to the front, middle, or back of the other short end of the template.

A ship cannot barrel roll if it would overlap another ship or if it would move through or overlap an obstacle.



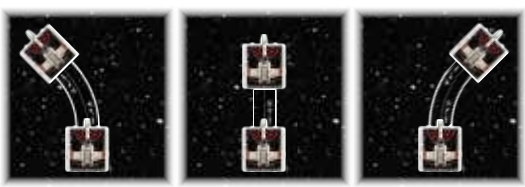
A TIE fighter barrel rolls to the right and slightly forward, slightly backward, or straight across.

Boost ( )

Boost represents a pilot activating additional thrusters to move farther forward. When a ship performs a action, it follows 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.

A ship cannot boost if it would overlap another ship or if it would move through or overlap an obstacle.



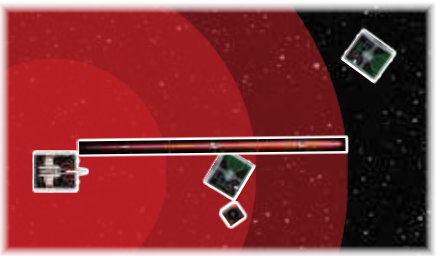
An X-wing boosts to the left, straight, or to the right.

Lock ( )

Lock represents the ability of a ship's computer to obtain a target lock, tracking the target's movement and assisting with attacks against it. When a ship performs a action, it follows these steps:

1. Measure range from the locking ship to any number of ships.
2. Choose a ship at range 0–3.
3. Assign a lock token to that ship with the lock's number matching the ID token of the locking ship.

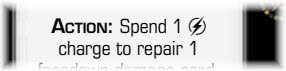
A ship is **LOCKED** while it has at least one lock token assigned to it. While a ship attacks a ship it has locked, during the Attack Dice step, it can spend its lock to reroll one or more of its attack dice. A ship can only maintain one lock at a time; if it locks again, it must remove the previous lock.



While the X-wing performs a action, it measures range to all ships, then chooses a ship to lock onto. The player chooses the only TIE fighter in range and assigns it the "1" lock since the X-wing has the "1" ID token.

Card Actions

Some cards, such as damage and upgrade cards, have abilities that include the "**Action:**" header. A ship may resolve one of these abilities as an action.



"Action:" Header

BULLSEYE ARC ( )

All ship tokens have a **BULLSEYE ARC** printed inside of their . This narrow arc has no inherent effect, but some card abilities refer to it.



The X-wing is in the TIE fighter's at range 1 and in the TIE fighter's at range 2.

RANGE BONUSES

A pilot's accuracy can be dramatically affected by range—it is much easier to shoot a nearby enemy than a distant one.

While a ship attacks at range 1, it rolls one additional attack die. Conversely, while a ship defends at range 3, it rolls one additional defense die.



Against the TIE fighter at range 1, the X-wing rolls 1 additional attack die. Against the TIE fighter at range 3, that TIE fighter rolls 1 additional defense die.

DESTROYING SHIPS

A ship is destroyed when it has a number of damage cards that equals or exceeds its hull value. A destroyed ship is placed on its ship card.



Hull Value

The timing of when a destroyed ship is removed from the play area depends on when the ship was destroyed:

- If a ship is destroyed outside of the Engagement Phase, it is removed immediately.
- 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. This is called the **SIMULTANEOUS FIRE** rule, which represents that ships with the same initiative are essentially attacking at the same time.

Fleeing the Area

After a ship executes a maneuver, if any part of the ship's base is outside the play area, the ship **FLEES**. Much like being destroyed, a ship that flees is removed from the game.

REPAIRING DAMAGE CARDS

If an effect instructs a player to repair a damage card, they can repair either a faceup or facedown damage card. To repair a faceup damage card, that card is flipped facedown. To repair a facedown damage card, that card is discarded to the damage card discard pile.

UPGRADE CARDS

Upgrade cards represent the different ways pilots customize their ships, such as incorporating an astromech or equipping ordnance. These cards can provide special abilities or alternative ways to attack. There are many types of upgrades, as distinguished by the icon on the left side of the card.

Upgrade cards are equipped before a game starts. The Squad Building section on page 15 describes the process for equipping upgrades. When a ship equips an upgrade card, it is placed partially beneath the ship card or another equipped upgrade so that only the text and art on the upgrade card are visible.



Proton Torpedoes Equipped to an X-wing

Special Weapons

Unlike the **PRIMARY WEAPON** (the red number and firing arc symbol on a ship card), upgrade cards with the "**ATTACK:**" header, such as Proton Torpedoes, are special weapons. A ship can perform an attack with a special weapon instead of using its primary weapon.

Special weapons have the following characteristics:

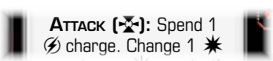


- **Arc Requirement:** This indicates the arc this weapon attacks from. The target must be in this arc for the weapon to be used.
- **Attack Value:** This is the number of attack dice the attacker rolls.
- **Range Requirements:** The attack range must match one of the ranges listed for the weapon to be used.
- **Range Bonus Indicator:** If there is a missile symbol present, range bonuses are **not** applied while attacking with this weapon.



Range Bonuses Not Applied

If there is a symbol in parentheses in the header, that symbol indicates an additional **ATTACK REQUIREMENT**. This means that the attacking ship needs to have performed that action. For example, a 👁 symbol means that the attacker needs a focus token, while a ✠ symbol means the attacker needs to have a lock on the defender.



Example of Attack Header with a ✠ Requirement

CHARGES AND THE FORCE

Many upgrade cards represent a limited resource, such as a weapon with finite ammo. These cards hold standard charges (⚡), which limits how often the ability can be used.

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.



Charge Limit

The card's ability will instruct the player how and when to spend ⚡ from that card. When a ⚡ is spent, it is flipped to its inactive side.



Standard Charges (Active and Inactive)

During the End Phase, each card with a charge limit recovers one ⚡ if it has a small arrow next to its charge limit. When a ⚡ is recovered, it is flipped to its active side.



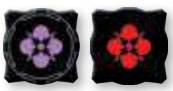
Recovery Arrow

Force Charges (✿)

Some pilots can exert their influence over the Force. Pilots who can use the Force have a **FORCE CAPACITY** (the purple number) and Force charges (✿).



Force Capacity on a Ship Card



Force Charges (Active and Inactive)

Force capacity and ✿ operate identically to charge limits and ⚡, but ✿ have an additional function. While attacking, a ship can spend any number of ✿ during the Attack Dice step to change that number of its 👁 results to ✷ results. While defending, a ship can spend any number of ✿ during the Defense Dice step to change that number of its 👁 results to 🏃 results.

INCREASING/DECREASING MANEUVER DIFFICULTY

There are three levels of difficulty for maneuvers: red, white, and blue. If an effect increases the difficulty of a maneuver, blue goes to white, and white goes to red. Meanwhile decreasing the difficulty of a maneuver, red goes to white, and white goes to blue.

SHIP SIZES

The ships included in the core set are all small ships with a base size of about 1-9/16" (4cm) long. The rules of ***X-Wing*** are written for small ships, so there are no special exceptions for small ships. Some expansion ships are medium and large ships which behave similarly to small ships with a few exceptions; see the Rules Reference for more details.

PARTIAL MANEUVERS

Ships often **FULLY** execute maneuvers, which means nothing prevents the ship from being placed at the end of the template. Even when a ship **MOVES THROUGH** another ship, which means the template is placed on top of that ship, the moving ship still fully executes the maneuver.

However, a ship is sometimes unable to be placed at the end of the template because it would **OVERLAP** another ship. This causes the moving ship to **PARTIALLY** execute its maneuver, which means it moves a shorter distance.

To partially execute a maneuver, follow these steps:

1. Move the ship backward along the template until its base is no longer overlapping another ship's base. While doing so, adjust the position of the ship so that the hashmarks in the middle of both sets of guides remain centered over the line down the middle of the template.
2. Once the ship is no longer on top of any other ship, place it so that it is touching the last ship it backed over. This may result in the ship not leaving its initial position.
3. The ship **skips** its Perform Action step.

As mentioned in the "Performing an Attack" section, ships attack at range 1–3, which means a ship cannot attack a ship that it is touching because that ship is at range 0.



These hashmarks are used to align the ship when it partially executes a maneuver.

ADVANCED MANEUVERS

Some maneuvers are advanced maneuvers, which have additional effects. The advanced maneuvers in the core set are described below.

Koiogran Turn (↶)

The Koiogran turn bearing advances a ship straight forward, rotating 180° at the end of the template. This maneuver is executed like a ↑ maneuver of the same speed, but the player slides the ship's front guides into the end of the template instead of the rear guides.



An X-wing performs a Koiogran Turn.

If the ship cannot fully execute the maneuver, it **does not** rotate 180°.

Example of Overlapping Multiple Ships

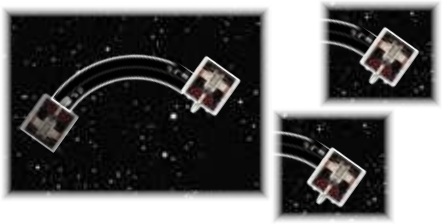


1. The X-wing attempts to perform a [2 ↱] maneuver, but there might be some problems as there appear to be some TIE fighters along its path.
2. Although the X-wing safely moves through the first TIE fighter, it has overlapped the other one and must partially execute the maneuver by backing up along the template.
3. After making sure to align the hashmarks on the front and back of the ship token to the centerline of the template, the X-wing is now overlapping the first ship, so it must back up farther.
4. The X-wing backs up until it would not be on top of any ship. It is placed touching the last ship that it backed over.

Tallon Roll (↰ and ↱)

The left Tallon Roll (↰) and right Tallon Roll (↱) bearings advance a ship at a tight curve to one side, rotating 90º at the end of the template.

This maneuver is executed like a ↰ or ↱ maneuver of the same direction, but before the player places the ship at the opposite end of the template, the ship is rotated an additional 90º in the same direction as the maneuver. The player places the ship so that the hashmark on the side of the base is aligned to the left, middle, or right of the end of the template.



An X-wing executes a Tallon Roll and has three possible final positions.

If the ship cannot fully execute the maneuver, it does not rotate 90º.

TIMING AND ABILITIES

If two or more abilities resolve at the same time (e.g., "At the start of the Engagement Phase"), the abilities are resolved in player order. The first player resolves all of their own abilities with that timing before the other player resolves their own abilities with that timing.

ADDITIONAL TOKEN RULES

Besides focus, evade, lock, and stress tokens, there are many different types of tokens that are used to track effects. Below is a list of concepts related to the gaining and spending of tokens:

- When a ship is instructed to **GAIN** a token, a token from the supply is placed in the play area next to that 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, that token is removed from the ship and the other ship gains it.

Additionally, the color and shape of tokens help to remind players of their effects and the time when they are removed. The core set contains green, orange, and red tokens, but some expansions contain blue tokens.

- **Green Tokens:** These tokens are circular, have positive effects, and are removed during the End Phase.
- **Orange Tokens:** These tokens are circular, have negative effects, and are removed during the End Phase.
- **Blue Tokens:** These tokens are square, have positive effects, and are removed as specified by the token's effect.
- **Red Tokens:** These tokens are square, have negative effects, and are removed as specified by the token's effect.

Other Tokens

Below are two other tokens included in the core set that are gained from various card effects.

Disarm Tokens



Disarm Token

A ship is **DISARMED** while it has at least one disarm token, which is an orange, circular token. A disarmed ship cannot perform attacks. As a circular token, all disarm tokens are removed during the End Phase.

Ion Tokens



Ion Token

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. The ion token is a red 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.

Many special weapons inflict ion tokens instead of dealing damage. If an attack inflicts ion tokens, the defender gains the number of ion tokens indicated.

OBSTACLES

Obstacles present additional challenges for pilots and create variation in the play area from game to game. Obstacles are placed in the play area as described in step 4 of setup on page 5. The effects of obstacles are described next.

Moving Through and Overlapping an Obstacle

Obstacles do not cause ships to partially execute maneuvers—if a ship overlaps an obstacle, it does not move backward along the template. If a ship moves through or overlaps an obstacle, it suffers different effects depending on the type of obstacle:

- **Asteroid:** After executing the maneuver, the ship rolls one attack die. On a ✸ result, it suffers one ✸ damage; on a ✵ result, it suffers one ✵ damage. Then regardless of the roll, the ship skips its Perform Action step this round.

  During the Engagement Phase, if a ship is at range 0 of an asteroid, it cannot perform an attack.

- **Debris Cloud:** After executing the maneuver, the ship gains one stress token and rolls one attack die. On a ✵ result, the ship suffers one ✵ damage.

Obstruction

An attack is **OBSTRUCTED** if the attacker measures range through one or more obstacles. If an attack is obstructed, the defender rolls one additional defense die during the Defense Dice step.

Ships can also obstruct attacks, but unlike obstacles, this has no inherent effect. Card abilities may cause an effect to occur for an attack obstructed by a ship.

Dial ID Token Assembly

The Dial ID tokens included in all products are used in conjunction with the Maneuver Dial Upgrade Kits, which are available for each faction (sold separately).



SQUAD BUILDING

There are two main modes for playing ***X-Wing***.

QUICK BUILD

This mode of play offers players a way to create a squad quickly using predefined selections. Each ship comes with Quick Build cards that list different options for that ship. Each option consists of a ship card, a number of upgrade cards, and a threat level (a number of bars 1–5). This threat level represents the approximate strength of that particular combination of pilot and upgrade cards.



This option for Luke has a threat level of "3" indicated by the 3 full bars below his name.

To play a match using Quick Build cards, players must agree to a particular threat level. For a normal game on a 3'x3' (91 cm) play area, play at threat level eight. You will need more ships than those included in the core set to play at this threat level.

Then both players build a squad by choosing a combination of Quick Build options that add up to that threat level. For example, a player who owns just the core set could build a squad for a game at a threat level of three, and choose the Iden Versio and Academy Pilot options from the Quick Build cards included in this product.

SQUAD POINTS

If players want full control over their pilots and upgrades, they can build squads using **SQUAD POINTS**. When playing on a 3'x3' play area, play at a squad-point limit of 200.

To build a squad in this way, players must download the official ***X-Wing*** squad-builder on their mobile device or access the squad-builder via *X-Wing.com*. The ***X-Wing*** squad-builder explains the rules of squad-point building and enforces these rules so that players do not accidentally build illegal squads. The website also includes a printable list of all cards and their squad-point costs and upgrade options.

Limited

Some cards are **LIMITED**, as identified by one or more bullets (•) to the left of their name. A squadron cannot have more copies of a card that share the same name than the number of bullets in front of that name. This rule is used for all modes of play.

For example, "•Luke Skywalker" has one bullet in front of his name, so a player can have only one card named "Luke Skywalker" in their list, either as a ship card or an upgrade card.

ESCALATION

Instead of a normal match, players can enjoy an Escalation match, in which they control a series of increasingly dangerous ships. To play an Escalation match, players build a squad as described in the Quick Build section with a threat level of 4. (If playing with only the core set, see the "Core Set Escalation" rules below.)

Then the players set up the game. After placing obstacles, the first player places the hyperspace marker marked "1" into the play area. It must be placed beyond range 0 of all obstacles and beyond range 1 of the edges of the play area. Then the other player places hyperspace marker "2" following the same rules; but, it must be placed beyond range 3 of marker "1."



Hyperspace Marker "1"

Core Set Escalation

Instead of building squads, the Rebel player starts with the Quick Build selection for Blue Squadron Escort and the Imperial player starts with 2 Academy Pilots.

If the Blue Squadron Escort is destroyed, the Rebel player can choose to replace them with either the Luke Skywalker or Jek Porkins Quick Build selection. If that ship is destroyed, the Imperial player wins.



If an Academy Pilot is destroyed, the Imperial player replaces it with either the Iden Versio or Valen Rudor Quick Build selection. If the other Academy Pilot is destroyed, it is replaced with the remaining pilot.

If the Rebel player has destroyed three TIE fighters, the Rebel player wins.



During the End Phase, if a ship was destroyed during that round, its player chooses one or two pilots from their collection of Quick Build cards whose total threat is one higher than the destroyed ship's threat. Then that player selects one of the two hyperspace markers and rolls one attack die. The ship is placed in the play area so that its rear guides are flush against the side of the hyperspace marker that corresponds to the die result. On a ✲ result, the player chooses any side of the marker instead.



Since a ✷ result was rolled, the X-wing is placed aligned to that side.

If a ship would be placed overlapping another ship, it is instead placed in the next available side in clockwise order. If none are available, the process is repeated on the other hyperspace marker.

At the end of a round, if a player has destroyed enemy ships whose total threat is more than twice the match's threat level, that player wins! If both players have accomplished this goal, play continues until one player's total is higher.

BEYOND THE CORE SET

Many exciting adventures await you in the wide galaxy of ***X-Wing***! As a Rebel player, you can relive some of your favorite moments using the *Millennium Falcon* or *Ghost*. If you are more of an Imperial player, you can make your opponents fall to the might of the Empire with Darth Vader in his TIE Advanced x1 or a swarm of your favorite TIE variants. Alternatively, you can join up with the forces of Scum & Villainy using your favorite bounty hunters from Boba Fett to Zuckuss, alongside other untrustworthy criminals.

The following sections provide brief summaries of new concepts that are added in expansions. These summaries are intended as a preview and a handy reference; players do not need to learn these rules until they own expansions that use these new concepts. The detailed rules for these concepts can be found in the Rules Reference at *X-Wing.com*.

NEW ACTIONS

There are many other actions available to ships included in expansions.

Calculate

When a ship performs the action, it gains one calculate token, which is a green, circular token. A ship may spend a calculate token to change 1 of its results to a or result.



Calculate Token

Cloak

When a ship performs the action, it gains one cloak token, which is a blue token. A cloaked ship has the following effects:



Cloak Token

- 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** as described below:

- **Small Ship:** It must choose to boost or barrel roll with the [2 ↑] template.
- **Medium or Large Ship:** It must choose to boost or barrel roll with the [1 ↑] template.

Coordinate

When a ship performs the action, it chooses another friendly ship at range 1–2. That ship performs an action.

Jam

When a ship performs the action, it chooses one ship at range 1 and assigns it a jam token, which is an orange, circular token.



Jam Token

When a ship becomes jammed, the player whose effect caused the ship to gain the jam token chooses for the jammed 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; otherwise, the ship remains jammed. After a jammed ship gains a green token or acquires a lock, it removes that token or breaks that lock, then removes the jam token.

Similar to ion, some special weapons inflict jam tokens instead of dealing damage. If an attack inflicts jam tokens, the defender gains the number of jam tokens indicated.

Reinforce

When a ship performs the action, it gains a reinforce token with either the fore or aft side faceup, which is a green, circular token.



Reinforce Fore

When a reinforced ship defends, if the attacker is in only the full arc (or) matching the token (fore or aft respectively), reduce the damage the attack deals by 1, to a minimum of 1.



Reinforce Aft



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

Reload

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.

Rotate

When a ship performs the action, it rotates the turret arc indicator to select a different arc (described later).



Single Turret Arc Indicator

SLAM

When a ship performs a action, it performs 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 during the Perform Action step.

TRACTOR TOKENS



Tractor Token

A ship is **TRACTORED** while it has a number of tractor 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. A tractor token is an orange, circular token.

After a ship becomes tractored, the opposing player may choose one of the following effects:

- The ship performs a barrel roll using the [1 ↑] template, selecting the direction of the barrel roll and the final position.
- The ship performs a boost using the [1 ↑] template.

This barrel roll or boost **can** cause the ship to overlap an obstacle and does not count as performing an action.

During the Engagement Phase, a ship with at least one tractor token rolls 1 fewer defense die.

Similar to ion, some special weapons inflict tractor tokens instead of dealing damage. If an attack inflicts tractor tokens, the defender gains the number of tractor tokens indicated.

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.



Condition Card

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



Condition Marker

ARCS

Besides the ◒ (front arc) and ◓ (bullseye arc) described in detail earlier, there are other arcs. These arcs are sometimes used with primary or special attacks or are used for card effects.

Standard Arcs

There are four types of **STANDARD ARCS** created from the crossed diagonal arc lines. In addition to the ◒ (front arc), there is also ◓ (rear arc), and two side arcs.



Full Arcs

There are two **FULL ARCS** that use the hashmarks on the side of the ship base instead. There is the ◓ (full front arc) and ◒ (full rear arc).



Turret Arcs (◔ and ◔)

There are two types of turret arc indicators, ◔ (single turret) and ◔ (double turret). During setup, a ship with a primary or special ◔ or ◔ weapon adds the corresponding turret arc indicator to its base.

The standard arc that the turret arc indicator is pointing towards is a firing arc. While a ship performs a ◔ attack, it can attack a target that is in its ◔ arc.

A ship with a double turret arc indicator is treated as having two ◔ arcs in opposite directions.



This HWK-290 is able to attack to the right.



This Modified YT-1300 is able to attack both to the left and to the right.

FRIENDLY AND ENEMY

Many abilities refer to friendly and enemy ships, which are relative terms. A ship is friendly to all of the ships in its own squad, and it is an enemy ship to all of the opposing squad's ships. Additionally, a ship is friendly to itself.

DEVICE (◎)

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

Bombs

Bombs are devices that detonate at the end of the Activation Phase, affecting nearby ships.

Mines

Mines are devices that detonate when a ship moves through or overlaps them, affecting that ship.

Dropping and Launching Devices

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

1. Take the template indicated on the upgrade card.
2. Set the template between the ship's rear guides.
3. Place the device indicated on the upgrade card into the play area and slide the guides of the device into the opposite end of the template. Then remove the template.

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

1. Take the template indicated on the upgrade card.
2. Set the template between the ship's front guides.
3. Place the device indicated on the upgrade card into the play area and slide the guides of the device into the opposite end of the template. Then remove the template.

OTHER MANEUVERS

Some ships can perform the following advanced maneuvers:

SEGNOR'S LOOP (↰ AND ↱)

The ↰ (left Segnor's Loop) and ↱ (right Segnor's Loop) bearings advance a ship at a shallow curve to one side, then turn it around. This uses the same template as the ↖ and ↗ maneuvers.



This X-wing performs a [3 ↱].

STATIONARY (■)

The ■ (stationary) bearing does not move the ship from its current position. This maneuver does not use a template, but the ship **does** count as having executed a maneuver.

REVERSE STRAIGHT (↧) AND REVERSE BANK (↙ AND ↘)

Reverse maneuvers move a ship backward instead of forward. At the start of the 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.

RESERVE

Some card effects place ships in reserve. 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. The abilities of a ship in reserve are inactive for all purposes unless the ability explicitly allows it to be used while it is in reserve. A ship that is placed in reserve always has an effect that causes it to be placed in the play area.

DOCKING AND DEPLOYING

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, or make an emergency deployment if its carrier ship is destroyed. These rules are described in further detail in the Rules Reference.

CREDITS

Second Edition Game Design & Development: Frank Brooks with Max Brooke and Alex Davy

First Edition Game Design: Jay Little

First Edition Game Development: Adam Sadler, Brady Sadler, and Steven Kimball

Producer: Derrick Fuchs

Editing: Robert McCowen

Proofreading: Allan Kennedy

Miniatures Game Manager: John Shaffer

Graphic Design: Shaun Boyke with Duane Nichols and Evan Simonet

Graphic Design Manager: Christopher Hosch

Cover Art: Mark Molnar

Interior Art: Matt Allsop, Matt Bradbury, Blake Henriksen, Imaginary FS Pte ltd, Lukasz Jaskolski, Jorge Maese, Mark Molnar, Nicholas Stohlman, and Jose Vega

Art Direction: Crystal Chang

Managing Art Director: Melissa Shetler

Sculpting: Jason Beaudoin and Benjamin Maillet

Quality Assurance Coordinator: Zach Tewalthomas

Licensing Coordinators: Sherry Anisi and Long Moua

Licensing Manager: Simone Elliott

Production Management: Jason Beaudoin and Megan Duehn

Visual Creative Director: Brian Schomburg

Senior Project Manager: John Franz-Wichlacz

Senior Manager of Product Development: Chris Gerber

Executive Game Designer: Corey Konieczka

Publisher: Andrew Navaro

Special thanks to Gavin Duffy, Geordan Rosario, & Grover Murphy

LUCASFILM LIMITED

Licensing Approvals: Brian Merten

PLAYTESTERS

Mishary Alfaris, Hilal Almutairi, James Ayers, Greg Berezowksy, Eric Berling, Jeff Berling, James Blakley, Nick Bond, Frans Bongers, Joel Brygger, Jon Bushman, Audrey Carstensen, Jeremy Chamblee, Quinn Coveney, Sean Coveney, Andy Davis, Peta Dyken, James Elhardt, Mark Fletcher, Mathias Freisl, Jason Gorr, Chris Graf, Iain Hamp, Cath Hare, Paul Heaver, Brent Hengeveld, Daniel Hoffman, Matt Holland, William Humphreys, Jesse Jirousek, Kevin Kawada, Nassim Ketita, Eric Lalande, Jimmy Le, Nam-my Le, Garrett Lowe, Stefan Ludwig, Daniel Mahony, John McCullough, Dan Morriss, Grover Murphy, Tim Murphy, Alexander Nobles, Jason O'Gorman, Angelic Phelps, Joseph Phelps, Wade Piche, Daniel Poppe, Dustin Poskochil, Wieger Prins, Geordan Rosario, Gianni Rossi, Alex Saunders, Ken Saunders, Vincent Schilderman, Andrew Schlueter, Hart Shafer, Stephen Sherwood, Brian Siela, Till Simon, Joseph-Ira Smith, Sam Talley, Derek Tokaz, Jesse Tonkay, Dan Topczewski, Jeremy Trad, Jason Trowbridge, Jens van den Berg, Joost van Gijn, Nick White, Chris Wilson, Jelle Zuring

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

QUICK REFERENCE

THE GAME ROUND

1. **Planning Phase:** Each player secretly plans their ships' maneuvers by assigning them facedown dials.
2. **System Phase:** In ascending order of initiative, each ship that has an effect that says it can be used during the System Phase resolves those abilities.
3. **Activation Phase:** In ascending order of initiative, each ship reveals its dial, executes its maneuver, and may perform one action.
4. **Engagement Phase:** In descending order of initiative, each ship may perform one attack.
5. **End Phase:** Players remove all circular tokens.

RANGE BONUS

When attacking with a primary weapon, or a special weapon with the range bonus icon:

Range 1:

Range 3:



Range bonus does not apply.

LIST OF ACTIONS

- **Barrel Roll:** Move sideways with [1 ↑] template.
- **Boost:** Move forward with [1 ↖], [1 ↑], or [1 ↗] template.
- **Calculate:** Gain 1 calculate token.
- **Cloak:** Gain 1 cloak token.
- **Coordinate:** A friendly ship at range 1–2 performs an action.
- **Evade:** Gain 1 evade token.
- **Focus:** Gain 1 focus token.
- **Lock:** Acquire a lock on a ship at range 0–3.
- **Jam:** A ship at range 1 gains 1 jam token.
- **Reinforce:** Gain 1 fore or aft reinforce token.
- **Reload:** Recover 1 ⚡ on a ◐, ◭, or ◍ upgrade.
- **Rotate:** Rotate your turret arc indicator.
- **SLAM:** Execute a maneuver with the same speed.

PERFORMING AN ATTACK

1. **Declare Target**
   a. Measure Range
   b. Choose Weapon
   c. Declare Defender
   d. Pay Costs
2. **Attack Dice**
   a. Roll Attack Dice
   b. Defender Modifies Attack Dice
   c. Attacker Modifies Attack Dice
3. **Defense Dice**
   a. Roll Defense Dice
   b. Attacker Modifies Defense Dice
   c. Defender Modifies Defense Dice
4. **Neutralize Results**
   a. Results Cancel ✸ Results
   b. Results Cancel ✵ Results
   c. Determine Whether Attack Hits
5. **Deal Damage**
   a. Defender Suffers ✸ Damage
   b. Defender Suffers ✵ Damage
6. **Aftermath**
   a. Resolve "After Defending" Abilities
   b. Resolve "After Attacking" Abilities
   c. Possibly Perform Bonus Attack

LIST OF TOKENS



LIST OF MARKERS

