

# STAR WARS™ X-WING™ MINIATURES GAME


Errata & FAQ version 1.3 – Updated 10/10/2013

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

## ERRATA

### EXPERT HANDLING

The text on this card is incorrect. It should read:

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

### DAREDEVIL

The first sentence on this card should read:

**ACTION:** Execute a white [ 1] or [ 1] maneuver. Then, receive 1 stress token."

### GUNNER & LUKE SKYWALKER

The first sentence on these upgrade cards should read:

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

### BOOST ACTION REFERENCE CARD

The last sentence of this card should read:

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

### RULEBOOK (PAGE 8)

The rules for performing a barrel roll action near an obstacle are incomplete. The first sentence of the last paragraph in the left column should read:

"A ship cannot perform a barrel roll if this would cause its base to overlap another ship or obstacle token, or if the maneuver template overlaps an obstacle token."

### RULEBOOK (PAGE 10)

The scope of a single attack is not defined. The first paragraph on page 10 should read:

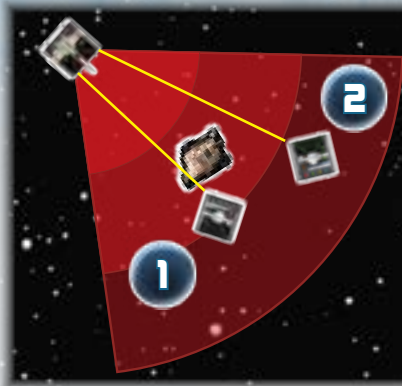
"During this phase, each ship may perform one attack against one enemy ship. Starting with the ship with the highest pilot skill, to perform one attack, players resolve the following steps in order:"

### RULEBOOK (PAGE 20)

The condition for an obstructed attack is incorrect. The first sentence of the second paragraph of the "Attacking Through Obstacles" section on page 20 should read:

"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**."

### ATTACKING THROUGH OBSTACLES EXAMPLE



The Rebel player draws a straight line from closest point to closest point to check if either TIE fighter is obstructed by the asteroid.

1. The line crosses the asteroid. If Rookie Pilot attacks Obsidian Squadron Pilot this round, then the attack is obstructed.
2. The line does not cross the asteroid. If Rookie Pilot attacks Academy Pilot this round, then the attack is not obstructed.



## FAQ

### GENERAL

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

A: Yes.

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

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

**Q: If a ship is required to skip its "Perform Action" step, is it still allowed to perform free actions outside of the "Perform Action" step?**

A: Yes.

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

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

**Q: When a ship would be destroyed, but remains in play because of the Simultaneous Attack Rule, are that ship's effects still active in the game?**

A: Yes. Any effects related to that ship are still active until that ship is removed from the play area.

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

A: No.

**Q: Can a ship spend a target lock and choose not to reroll any of its attack dice?**

A: Yes.

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

A: No.

**Q: If two ships are oriented so that their closest edges are parallel, there is no single closest-point-to-closest-point line between the two ships. If one ship attacked the other, could it choose which line to use?**

A: Yes. In this case, the attacking player chooses the best point from which to draw the line to the target, which may allow him to avoid having his attack obstructed by an obstacle.

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

A: Yes. Effects from the ship's pilot ability, upgrades, Damage cards, etc. are still active and may affect the game.

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

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

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

A: No.

**Q: Can a ship acquire a target lock while it is stressed?**

A: Possibly. If the ship is attempting to acquire a target lock as a standard or free action, it cannot do so while stressed. If the ship is instructed to "acquire a target lock" by some game effect (such as "Dutch" Vander or R5-K6), it may do so while stressed.

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

A: Yes.

**Q: Are a bomb token's movement guides considered when measuring range or when a ship overlaps them?**

A: Yes.

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

A: No. If a player attempts to drop a bomb token and any portion of that token falls outside the play area, it cannot be dropped. The player may choose another action instead.

**Q: Are bomb tokens obstacles?**

A: No.

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

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

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

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

**Q: Can a card effect be used as many times as desired when a ship has the opportunity to use it?**

A: No. A card effect can be used once per opportunity. For example, the opportunity on the Luke Skywalker Ship card is “when defending,” so he can only use his ability once against each enemy attack.

**Q: If a ship does not have a dial assigned to it when it activates during the Activation phase, can it resolve any effects that refer to its maneuver dial?**

A: No. For example, a HWK-290 with an ion token cannot use the effect of Navigator to change the speed of its maneuver.

**Q: Can a ship use the barrel roll or boost actions to move outside the play area, then move back into the play area when it executes its maneuver?**

A: No. If the ship is outside the play area after performing a barrel roll or boost action, it has fled the battlefield and is immediately destroyed.

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

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

## RANGE MEASUREMENT

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

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

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

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

**Q: At what times is a player allowed to measure range?**

A: A player may measure with the range ruler at the following times:

- Before committing to an action that includes measuring range, such as acquiring a target lock.
- As part of declaring the target of an attack, before committing to that target.
- As part of resolving an effect that includes measuring range.



## OVERLAPPING

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

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

**Q:** After a ship moves through or overlaps more than one obstacle, does the owner roll an attack die for each of these obstacles?

A: No. He rolls only one attack die regardless of the number of obstacle tokens his ship moves through or overlaps.

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

A: Yes.

**Q:** Can two ships be considered touching if neither ship overlapped the other ship during this round?

A: No.

**Q:** If a ship is already overlapping an obstacle or proximity mine token, does it suffer the effects of that token when it executes its next maneuver?

A: Possibly. When it executes its next maneuver, if the maneuver template or the ship's final position overlap the token, the ship hits the token and suffers the effects. Otherwise, the ship doesn't suffer any of the token's effects because it was only overlapping in its original position, and the original position is ignored for obstacle and proximity mine tokens.

## DAMAGE CARDS

**Q:** The Stunned Pilot Damage card causes a ship to suffer one damage when it overlaps an obstacle. Is this in addition to the damage a ship may suffer normally from overlapping an obstacle?

A: Yes.

**Q:** If a ship with the Stunned Pilot Damage card executes a maneuver in which only its maneuver template overlaps an obstacle, does the ship suffer the effect of the Damage card?

A: No.

**Q:** If a ship has the Damaged Sensor Array Damage card, can it acquire a target lock granted by an effect such as the pilot ability of "Dutch Vander?"


A: Yes.

## WAVE 1

### SHIP CARDS

**Q:** Does Biggs Darklighter's pilot ability require an attacker to use its primary weapon against Biggs, even if the attacker could use a secondary weapon against another ship at Range 1 of Biggs?

A: Yes. If possible, the attacker must target Biggs instead of any other ship at Range 1 of Biggs. If the attacker has more than one weapon available, it must use a weapon that can target Biggs.

**Q:** Can Garven Dreis spend a focus token to modify dice even if he didn't roll any  symbols?

A: Yes.

**Q:** Can "Dark Curse" be the target of a secondary weapon attack that requires the attacker to spend a focus token?

A: No.

**Q:** If "Night Beast" has a stress token when he executes a green maneuver, is he able to perform a free focus action?



A: No. "Night Beast's" ability triggers before the Check Pilot Stress step.

**Q:** When exactly can Backstabber trigger his ability?

A: Backstabber triggers his ability only if no portion of his base is inside any of the printed firing arcs on the defender's ship token.

### UPGRADE CARDS

**Q:** If a ship uses the Marksmanship action and attacks with Cluster Missiles, does the Marksmanship effect modify both attacks?

A: Yes. The Marksmanship effect modifies **each** attack made by that ship during the round, including the effect of changing one  result to a  result.

**Q:** If a ship spends a focus token when attacking with Cluster Missiles, does the focus effect modify both attacks?

A: No. The focus effect modifies a single attack.

**Q:** If a ship attacks with Cluster Missiles and destroys the defender with the first attack, does the second attack still occur?

A: No.



**Q: When a ship attacks with Cluster Missiles, can it perform the two attacks against different targets?**

A: No, it must attack the same target twice.

**Q: If a ship equipped with R2-D2 executes a green maneuver and moves through or overlaps an obstacle, does it recover a shield before rolling for damage?**

A: Yes.

**Q: If a ship equipped with R2-D2 executes a green maneuver and moves through a proximity mine token, does it recover a shield before rolling for damage?**

A: No.

**Q: Can a ship use R5-K6 to acquire a target lock more than once during a round?**

A: Yes. This effect does not instruct the player to perform a free acquire a target lock action, so the player does not violate the rule restricting a ship to one instance of each action per round.

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

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

**Q: Can multiple ships that have Swarm Tactics equipped use the upgrade in sequence to give each of those ships the original ship's pilot skill value?**

A: Yes. For example, the Rebel player has equipped both Wedge Antilles and Luke Skywalker with Swarm Tactics. He uses Wedge's Swarm Tactics to treat Luke's pilot skill as a 9, then use Luke's Swarm Tactics to treat Rookie Pilot's pilot skill as a 9.

**Q: Can a ship perform the barrel roll action and the action on Expert Handling to barrel roll twice?**

A: No. Performing a barrel roll is an action, and a ship cannot perform the same action more than once per round.

**Q: When a ship suffers damage from an Ion Cannon Turret, does this damage ignore shield tokens?**

A: No. The ship suffers this damage normally as described under "Suffering Damage" on page 16 of the rulebook.

**Q: If a ship uses the action on Expert Handling, but cannot perform the barrel roll because other ships are in the way or because it already barrel rolled this round, does it still resolve the rest of the card's effect?**

A: No. If the ship cannot perform a barrel roll action, the rest of the card's effect does not occur. The owner of the ship may check to see if a barrel roll is possible before committing to this action.

## Missions

**Q: Do mission-specific actions, such as the protect action, count as actions in a ship's action bar?**

A: No.

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

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

**Q: Does the Senator's Shuttle token have a firing arc?**

A: No. All ships are considered to be outside the Senator's Shuttle token's firing arc.

## WAVE 2

### SHIP CARDS

**Q:** If Chewbacca (the Ship card) receives the Injured Pilot Damage card, can he flip that card facedown without suffering its effect?

A: Yes.

**Q:** If Kath Scarlet attacks with Ion Cannon, obtains a ✱ result, and then the Ion Cannon's effect cancels all dice results, does Kath Scarlet's ability trigger?

A: No. The defender must cancel the ✱ result via defense dice, an evade token, etc.

**Q:** If the Imperial player has initiative and he uses Turr Phennir to attack another ship with the same pilot skill value, can he use his ability to perform a free barrel roll or boost action before the other ship gets to attack?

A: Yes.

### UPGRADE CARDS

**Q:** When a ship uses Daredevil, does the ship follow all of the normal maneuvering rules?

A: Yes. The ship can execute the maneuver even if it would overlap another ship or an obstacle, and it must roll for damage if it moved through or overlapped an obstacle. Any effects that trigger when executing a maneuver still apply.

**Q:** If a ship equipped with Nien Nunb or R2 Astromech suffers the ion token effect and must execute a white [↑ 1] maneuver, can he treat it as a green maneuver?

A: Yes.

**Q:** If a ship equipped with Stealth Device suffers damage from any source, does it discard Stealth Device?

A: No. Stealth Device is only discarded when the ship, as the defender, is hit by an attack.

**Q:** If a ship barrel rolls or boosts onto a proximity mine token, does the token detonate?

A: Yes.

**Q:** If a ship using Cluster Missiles hits with the first attack, but then misses with the second attack, can he still use Gunner/Luke Skywalker even though the first attack hit?

A: Yes. Each attack granted by Cluster Missiles is distinct, so either attack can trigger Gunner/Luke Skywalker.

**Q:** If a ship using Cluster Missiles misses with the first attack and then triggers Gunner/Luke Skywalker, can it still perform the remaining attack granted by Cluster Missiles?

A: No.

**Q:** If a ship attacks, misses, and triggers Gunner/Luke Skywalker, can it target a different ship for the primary weapon attack?

A: Yes.

**Q:** Does a ship need to spend a target lock token to attack with Homing Missiles?

A: No, the attacker is only required to **have** a target lock on the defender to use Homing Missiles. The attacker can keep the target lock, spend it to reroll his attack dice, etc.

**Q:** If a ship attacks with Heavy Laser Cannon, can it modify attack dice to get a ✱ result?

A: Yes. All ✱ results on attack dice are immediately changed to \* results after they are first rolled, and then the dice may be modified as normal.

**Q:** Chewbacca (the Upgrade card) allows a Damage card to be discarded immediately when it is dealt. If the ship with Chewbacca on board is suffering a critical damage, can the player look at that card before choosing whether to use Chewbacca's ability to discard it?

A: Yes.

**Q:** How does Veteran Instincts work with other abilities that set a ship's pilot skill value to a new number?

A: Veteran Instincts increases a ship's printed pilot skill value; it does not increase further alterations to that ship's pilot skill value. For example, while Black Squadron Pilot is equipped with Veteran Instincts, his pilot skill value is "6." If Darth Vader (pilot skill value "9") uses Swarm Tactics on that Black Squadron Pilot, that Black Squadron Pilot now has a pilot skill value of "9," not "11."

**Q:** Can Maarek Stele use his ability on a ship that is dealt a faceup Damage card because of Draw Their Fire?

A: No. Maarek Stele's ability only affects the defender.

**Q:** If a ship equipped with Nien Nunb attempts to execute a red ↻ maneuver but overlaps another ship and must treat the maneuver as a ↑ maneuver instead, does Nien Nunb's ability trigger and cause that maneuver to be green?

A: No.




## WAVE 3

### SHIP CARDS

**Q:** If Soontir Fel would receive a stress token, but Captain Yorr receives it instead, does Soontir Fel's ability still trigger?

A: No.

**Q:** If a ship doesn't have the  action icon in its action bar, can it acquire and/or maintain a target lock granted by some game effect, such as Captain Jendon's ability?

A: Yes.

**Q:** Can Captain Jonus use his ability twice on a nearby friendly ship that is attacking with Cluster Missiles?

A: Yes.

### UPGRADE CARDS

**Q:** When a ship's maneuver template (but not the ship's base), overlaps a ship equipped with Anti-Pursuit Lasers, does that ship suffer the effects of Anti-Pursuit Lasers?

A: No.

**Q:** If a ship overlaps another ship equipped with Anti-Pursuit Lasers, but as the result of overlapping additional ships, it does not touch the ship equipped with Anti-Pursuit Lasers in its final position, does it suffer any damage?

A: No.

**Q:** If a ship equipped with Weapons Engineer and Fire-Control System performs an attack, which enemy ships can be locked?

A: One of the two target locks that the locking ship can acquire must be acquired on the defender. The other target lock can be on any enemy ship within range.

**Q:** If a ship acquires a target lock by using Fire-Control System, and that ship is within range of Captain Kagi, is the locking ship required to lock onto Captain Kagi?

A: No. The target lock granted by Fire-Control System must be acquired on the defender. If the attacker acquires an additional target lock, such as from Weapons Engineer, that target lock must be acquired on Captain Kagi if possible.

**Q:** If a ship attacks twice through some effect, such as the Gunner upgrade, can the ship use the ability of Darth Vader (the Upgrade card) twice?

A: Yes, once after each attack.

**Q:** If a ship equipped with Darth Vader would be destroyed by using Darth Vader's ability, can it use that ability?

A: Yes

**Q:** If a ship equipped with Darth Vader has a number of Damage cards that equals or exceeds its hull value, but is not yet destroyed because of the simultaneous attack rule, can it use Darth Vader's ability?

A: No.

**Q:** If Saboteur causes a player's ship with a stress token to attempt to execute a red maneuver, does that player's opponent get to choose the ship's maneuver when it activates during the Activation phase?

A: Yes.

**Q:** If a ship with a stress token reveals a red maneuver, can it use Adrenaline Rush?

A: Yes. Treat the maneuver as a white maneuver; the opponent does not choose a maneuver for the stressed ship.

**Q:** If Boba Fett is equipped with Navigator, can he rotate to any bank maneuver of any speed available on his dial?

A: Yes.

**Q:** If an effect "deals a damage card" (either faceup or facedown), does the effect follow the procedure for "Suffering Damage" on page 16 of the core set rulebook?

A: No. For example, the effect of Proton Bombs deals one faceup Damage card to each affected ship. This effect should not be confused with producing a ✱ result, thus this effect does not interact with shields, cannot be canceled by evade tokens, cannot be redirected by Draw Their Fire, etc.

## COMPETITIVE PLAY ADDENDUM

This section addresses advanced elements of the game that may be useful as a reference during tournament-level play.

### ACTION RESOLUTION

Players are strongly encouraged to resolve actions in a speedy and sportsmanlike manner. However, if a player is concerned that his opponent is abusing the rules to gain an unfair advantage, he can request that his opponent follow the more strict action resolution described below.

- When acquiring a target lock, the player must first declare the intended target. Then, he measures range to the declared target to see if the target is within legal range. If the target is in range, the ship performing the action must acquire a target lock on the target. If the target is not in range, the player may declare a different target, or he may declare a different action.
- When performing a barrel roll action, the player must first declare from which side of the ship's base the action will be performed. Then, he measures to see if the ship is able to perform a barrel roll action from any legal area on the declared side. If the ship can perform the barrel roll action, it must do so. If the ship cannot perform the barrel roll action, the player may declare a different side from which to perform a barrel roll, or he may declare a different action.
- When performing a boost action, the player must declare which maneuver template to use. Then, he measures to see if the ship is able to perform a boost action with the declared template. If the ship can perform the boost action, it must do so. If the ship cannot perform the boost action, the player may declare a different maneuver template to use, or he may declare a different action.

