Section 1: Errata

This section describes official changes to rule text and cards.

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 in the first printing rulebook 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 and inside the attacker's firing arc** overlaps an obstacle token, the attack is considered **OBSTRUCTED**."

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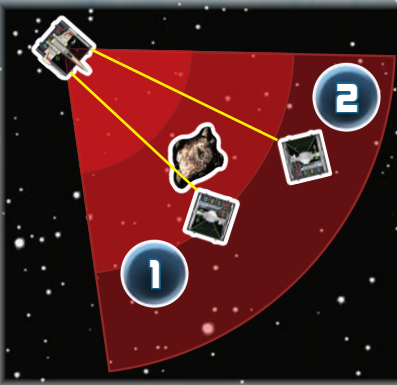
The Rebel player draws a straight line from closest point to closest point to check if either TIE fighter is obstructed by the asteroid.

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.

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."
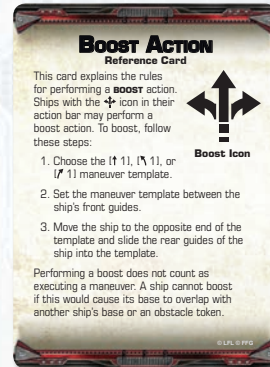
Original card

DAREDEVIL

This card should read:

"**Action:** Execute a white [↰ 1] or [↱ 1] maneuver. Then, receive 1 stress token. Then, if you do not have the ⬩ action icon, roll 2 attack dice. Suffer any damage [✹] and critical damage [✹] rolled."

Original card

EXPERT HANDLING

This card 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."

Original card

GUNNER & LUKE SKYWALKER

The first sentence on both of these cards should read:

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

Original cards

PROXIMITY MINES

This card should read:

"**Action:** Discard this card to drop 1 proximity mine token. When a ship's base or maneuver template overlaps this token, this token **detonates**."

Note that a Proximity Mine token that is dropped on a ship is placed under the ship's base and does not immediately detonate. A ship is only considered to be overlapping a Proximity Mine token when it executes a maneuver, decloaks, or performs a boost or barrel roll.

SWARM TACTICS

This card should read:

"At the start of the Combat phase, you may choose 1 friendly ship at Range 1. Until the end of this phase, treat the chosen ship as if its pilot skill were equal to your pilot skill."

Section 2: Rules from Expansions

This section describes new rules to the game that were added in expansions.

UNIQUE NAMES

Some expansion packs include Ship cards and Upgrade cards with unique names, as indicated by the bullet (•) to the left of the card's name. As with other cards that have unique names, a player cannot field two or more cards that share the same unique name, even if they are different types of cards.

TURRET PRIMARY WEAPON

Some ships (such as the *Millennium Falcon*) use a turret as their primary weapon. Each Ship card shows the **TURRET PRIMARY WEAPON** icon, and each ship token shows a circular red arrow as a reminder.

When attacking with a turret primary weapon, a ship may target an enemy ship **inside or outside its firing arc**. When attacking with a secondary weapon, the ship must still target a ship inside its firing arc (unless specified otherwise on the Upgrade card).

AUXILIARY FIRING ARC

Some ships (such as the *Slave I*) have an **AUXILIARY FIRING ARC** identified by dotted lines printed on its ship token. These ships also have a unique primary weapon icon printed on their Ship cards. When attacking with its primary weapon, a ship with this icon may attack an enemy ship that is at Range 1–3 and inside its **standard or auxiliary firing arc**.

When attacking with a secondary weapon, the ship must still target an enemy ship inside its standard firing arc (unless otherwise specified on the Upgrade card).

THE [■ 0] MANEUVER

The maneuver dials of some ships (such as the *Lambda*-class Shuttle) contain the [■ 0] maneuver. This maneuver's speed is zero, and its bearing is **STATIONARY**, as indicated by the square (■). Like all maneuvers, the bearing's color indicates the maneuver's difficulty.

Unlike the other maneuvers on the dial, the [■ 0] maneuver does not have a corresponding maneuver template. To execute the [■ 0] maneuver, the active player leaves the ship where it is, keeping its position and facing unchanged.

MODIFICATIONS AND TITLES

Modifications and titles are special upgrades that do not appear in any ship's upgrade bar. Any ship may equip a modification or title unless the card is restricted to a specific type of ship. Each ship is limited to **one** modification and **one** title.

FACTION-RESTRICTED UPGRADES

Some Upgrade cards are labeled "*Rebel only*" or "*Imperial only*." Cards with these labels **cannot** be fielded in Imperial or Rebel squads respectively.

BOMBS

Bomb Upgrade cards allow a ship to **DROP** bomb tokens. The rules for bomb tokens are described below. Bomb Upgrade cards are not secondary weapons.

DROPPING A BOMB TOKEN

Each bomb Upgrade card allows the ship to drop a specific type of bomb token. To drop a bomb token, follow these steps:

1. Take the [↑ 1] maneuver template and slide it between the rear guides of your ship.
2. Place the bomb token indicated on the Upgrade card into the play area and slide the guides of the token into the opposite end of the template.

If a bomb token is dropped on a ship, it is placed under the ship's base. The bomb does not immediately detonate and must follow these rules and restrictions.

DETONATING A BOMB TOKEN

Each bomb Upgrade card describes when its bomb token **DETONATES**. When this condition is fulfilled, follow the instructions for that bomb token on the Bomb Token's Reference card (such as dealing damage, discarding the token, etc.).

BOOST ACTION

Ships with the ✦ icon in their action bar may perform a boost action.
To boost, follow these steps:

1. Choose the [↑ 1], [↖ 1], or [↗ 1] maneuver template.
2. Set the maneuver template between the ship's front guides.
3. Move the ship to the opposite end of the template and slide the rear guides of the ship into the template.

Performing a boost does not count as executing a maneuver. 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.

CLOAK ACTION

Ships with the 🌀 icon in their action bar may perform a cloak action.
To cloak, follow these steps:

When a ship performs the cloak action, place 1 cloak token near that ship. A ship cannot perform the cloak action while it already has a cloak token.

The agility value of a ship with a cloak token is increased by 2. While that ship has a cloak token, it **cannot** perform attacks.

Cloak tokens are not removed during the end phase.

DECLOAK

A ship may spend a cloak token to **DECLOAK** immediately before revealing its maneuver dial. When a ship decloaks, it must choose **one** of the following effects:

• Perform a barrel roll using the [↑ 2] maneuver template.
• Execute a [↑ 2] maneuver.

Decloaking is not an action or a maneuver, and a ship can decloak while it has a stress token.

A ship cannot decloak if it would overlap another ship or an obstacle token, or if the maneuver template would overlap an obstacle token.

After decloaking, the ship continues its Activation phase as normal.

Original card

Original card

ION TOKEN

Some card abilities, such as the "Ion Cannon Turret" Upgrade card, can cause a ship to receive an ion token. A ship with an ion token assigned to it follows special rules during these phases:

- **Planning Phase:** The owner does not assign a maneuver dial to this ship.
- **Activation Phase:** The owner moves the ship as if it were assigned a **white** [↑ 1] maneuver. After executing this maneuver, remove all ion tokens from the ship. It may perform actions as normal.
- **Combat Phase:** The ship may attack as normal.

LARGE SHIPS

Some ships use a single base that is larger than those found in the *X-Wing* core set. These ships are classified as LARGE ships and use the following rules:

ION TOKENS

Some card abilities may cause a ship to receive an ion token. A large ship is unaffected by a single ion token; the ion token simply remains assigned to the ship. When a large ship has two or more ion tokens assigned to it, it suffers the ion token effect as normal, then player removes **all** ion tokens from the ship at the end of the Activation phase.

OVERLAPPING

Large ships follow the standard rules for overlapping other ships. When a large ship would overlap another ship, simply move the large ship along the template as normal, being sure to use the center of the ship's base to estimate its correct position and orientation.

BARREL ROLL

Large ships follow special rules when they perform the barrel roll action. Instead of placing the **short** edge of the template against the ship's base, place the **long** edge of the template against the ship's base. Otherwise, barrel rolls are performed as described in the core rulebook.

Important note: This rule does not officially take effect for tournament play until August 1st, 2014.

SETUP

Large ships follow all standard setup rules. However, during setup, a large ship's base may extend outside of Range 1 (or a mission's specified setup area) as long as it fills the length of that area.

A large ship cannot be placed with any portion of its base outside the play area. The ship figure may extend outside the play area at any time as long as the base remains in the play area.

LARGE SHIP SETUP EXAMPLE
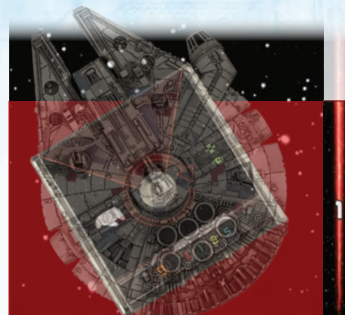
The Rebel player chooses to diagonally place his YT-1300 in the setup area. He ensures that a corner of the ship's base is touching his edge of the play area, and then he freely adjusts the ship until it is pointing in the desired direction.

LARGE SHIP BARREL ROLL EXAMPLE

A YT-2400 performs a barrel roll action to successfully move outside of the TIE fighter's firing arc.

Epic Rules

The following sections describe rules introduced with huge ships.

THE EPIC ICON

Ships with the epic icon (⚙) next to the card title on the Ship card can be fielded only in Epic Play. They can also participate in specific missions of Cinematic Play when called for by the mission, however these ships cannot be fielded in 100-point squads of Standard Play.

Epic Icon

HUGE RANGE RULER

Some expansion packs include a range ruler that is larger than the range ruler in the core set. This huge range ruler adds Range 4 and Range 5 to the three sections of the ruler from the core set. Only ships using a weapon or card effect that specifically affects targets at a range beyond Range 3 may use the huge range ruler.

If a ship attacks at **Range 4** with its primary weapon, the defender rolls **two** additional defense dice during the "Roll Defense Dice" step of combat. If a ship attacks at **Range 5** with its primary weapon, the defender rolls **three** additional defense dice during the "Roll Defense Dice" step of combat.

Huge ship rules

Some ships, such as the CR90 and the GR75, have two large plastic bases. Such ships are classified as HUGE ships, which are governed by the following rules.

HUGE SHIP SECTIONS

Huge ships count as a single ship consisting of two bases, one ship token, and one or two Ship cards. The ship token is divided into two halves by the blue CENTER LINE. The front base and the front half of the ship token comprise the FORE SECTION. The rear base and the rear half of the ship token comprise the AFT SECTION.

MULTIPLE SHIP CARDS

Some ships, such as the CR90, have two Ship cards, one for each section. Each Ship card has two sides and begins the game at full strength (with its "crippled" side facedown; for more details, see "Crippled Sections for Ships with Multiple Ship Cards" on page 6).
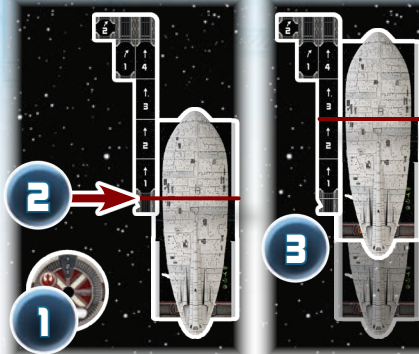
ACTIVATION PHASE

During the Activation phase, huge ships activate after all small and large ships have activated. For more details see "Huge Ship Activation" "Huge Ship Activation" on page 6.

HUGE SHIP MOVEMENT

Huge ships use a special maneuver template instead of the templates included in the core set.

Straight Maneuver Example

1. The Rebel player flips his dial to reveal his chosen maneuver: [↑ 2].

2. The Rebel player takes the GR-75 maneuver template and sets it so that the bottom line of the template aligns with the rear edge of the GR-75's front base.

3. The Rebel player holds the template in place and moves the GR-75 so that the rear edge of the GR-75's front base aligns with the ↑ 2 speed line.

Bank Maneuver Example
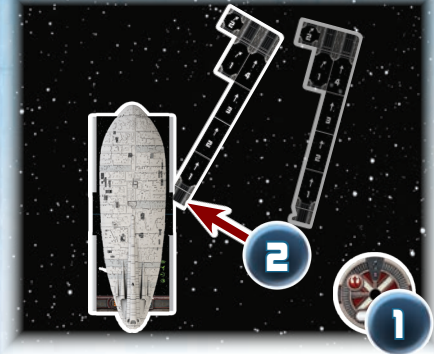
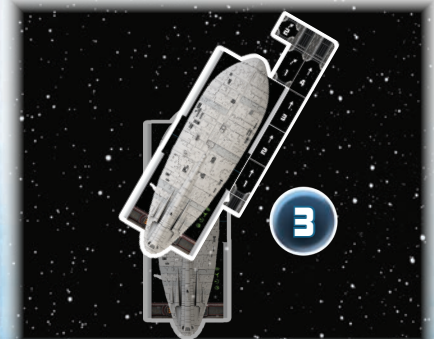

1. The Rebel player flips his dial to reveal his chosen maneuver: [↗1].

2. The Rebel player takes the GR-75 maneuver template and sets it so that the corner of the rear edge of the GR-75's front base fits snugly into the notch at the bottom of the template.

3. The Rebel player holds the template in place and moves the GR-75 so that the front-right corner of the GR-75's front base fits snugly into the right angle just below the ↗ 1 image on the template.

To execute a straight maneuver, follow these steps:

1. Place the huge ship maneuver template on either side of the ship's front base so that the bottom line of the template aligns with the **rear edge** of the ship's **front base**.

2. Pick up the ship and place it so that the **rear edge** of the ship's **front base** aligns with the revealed maneuver's speed line.

To execute a bank maneuver, follow these steps:

1. Place the template on the side of the front base so that the bearing arrows on the template match the bearing of the revealed maneuver. Do this so that the corner of the **rear edge** of the ship's **front base** fits snugly into the notch at the bottom of the template.

2. Pick up the ship and place it so that the front corner of the ship's **front base** fits snugly into the right angle just below the chosen maneuver's image on the template.

ENERGY

Huge ships can gain **ENERGY**, which they can spend to perform special actions and trigger effects. For each point of energy that a huge ship gains, place one energy token on the Ship card. For each point of energy a huge ship spends, remove one energy token from the Ship card and return it to the token supply.

Energy Token

The maximum number of energy tokens that a card can have at any time is its **ENERGY LIMIT**. A ship's energy limit can be increased with certain upgrade cards. If at any time a card has a number of energy tokens that exceeds its energy limit, immediately return the excess energy tokens to the token supply.

Energy Limit

Energy tokens remain on cards until removed by an effect.

Energy Limit Increase

ENERGY STEPS IN THE ACTIVATION PHASE

To gain and spend energy, huge ships resolves two additional steps during the Activation phase. These steps occur between the "Clean Up" and "Perform Action" steps, and they occur in the following order:

1. **Gain Energy:** The huge ship gains a number of energy tokens equal to the number of energy icons shown on the chosen maneuver on the maneuver dial (below the speed number).

Energy Icons

2. **Allocate Energy:** The huge ship's controlling player may remove energy tokens from his Ship card and place them on any cards with an energy limit that are equipped to this ship. He cannot place energy tokens on a card in excess of its energy limit.

3. **Use Energy:** The huge ship may use **one or more** of its Upgrade cards or Damage cards with the "**ENERGY:**" header. Each card with this header can be used only once per round.

ENERGY: Spe... to remove all st...	ENERGY: Spend to flip this card
"Energy:" Header on an Upgrade Card	*"Energy:" Header on a Damage Card*

HUGE SHIP ACTIONS

Recover [⚙]

Ships with the ⚙ action icon in their action bar may perform the **RECOVER** action. To do so, remove **all** energy tokens from the corresponding Ship card. For each energy token removed, that ship recovers one shield. For ships with multiple Ship cards, for each energy token removed, the ship recovers one shield on either of its section. A huge ship cannot exceed a ship card's shield value with a recover action.

Reinforce [⤳]

Ships with the ⤳ action icon in their action bar may perform the **REINFORCE** action. To perform this action, place one reinforce token next to either the fore or aft section of the ship.

Reinforce Token

When a ship with a reinforce token is defending, the reinforce token adds one ⋄ result to its defense roll, but only if that token is assigned to the targeted section.

This effect does not spend the reinforce token; thus, a reinforce token can provide this effect for multiple attacks during a single round.

During the End phase, remove all reinforce tokens along with focus and evade tokens.

Jam [⋀]

Ships with the ⋀ action icon in their action bar may perform the **JAM** action. To do so, choose one enemy ship at Range 1–2 and assign it stress tokens until it has a total of two stress tokens.

Target Lock [⊡]

Some huge ships have the ⊡ action in their action bar. This allows them to acquire target locks as described on page 9 of the core set rulebook.

When a huge ship acquires a target lock, the blue target lock is placed next to the ship. It is not assigned to either section, and it can be spent by either section.

Coordinate [↗]

Ships with the ↗ action icon in their action bar may perform the **COORDINATE** action. To do so, choose another friendly ship at Range 1–2. The chosen ship may immediately perform one free action.

Performing Actions from a Ship with Two Ship Cards

During the "Perform Action" step, ships with two sections may perform two actions. The first action must be an action in the fore section's action bar or an action from one of the fore section's Upgrade cards or Damage cards. The second action must be an action in the aft section's action bar or an action from one of the aft section's Upgrade cards or Damage cards.

Measuring Range from Huge Ships During Actions

When a player performs an action or uses a card from a specific section, he measures range from the closest point of the huge ship to the affected ship(s). For example, if the fore section of a CR90 performs the coordinate action, another friendly ship at Range 1–2 from the closest point of the CR90 may immediately perform one free action.

COMBAT PHASE

The following sections describe how huge ships operate during combat.

HUGE SHIP ATTACKS

During the Combat phase, each huge ship may perform one attack with its primary weapon and may perform one attack with **each** of its secondary weapons. Each attack must be fully resolved before it begins another.

Some huge ships, such as the GR-75, do not have a printed attack value and therefore cannot perform primary weapon attacks during the Combat phase.

HUGE SHIP AGILITY

Huge ships have an agility value of "0," but they can roll additional defense dice granted by card effects, range combat modifiers, obstructed attacks, etc.

TARGETING A HUGE SHIP

To target a huge ship, choose a section (either fore or aft) of a huge ship that the attacking ship can target normally. Then, measure a line from the exact center of the attacking ship's base to the exact center of the base for the chosen section of the huge ship. If this line is not obstructed by the blue center line on the huge ship's ship token, the attacker can declare the chosen section as his target.

The range of the attack is determined by the line measured from the closest point of the attacking ship to the closest point of the chosen huge ship's section **that is inside the attacking ship's firing arc**. If using an attack that ignores firing arcs, measure this line without regard to firing arc.

If the attacker determines that he cannot target the chosen section, he may choose another target.

TURRET PRIMARY WEAPON

Some huge ships have a primary weapon that is a turret. Thus, the Ship card will show the **turret primary weapon icon**, and the ship token will show a circular red arrow as a reminder.

When that ship attacks with its turret primary weapon, it may target an enemy ship **inside or outside its firing arc**, and it measures range from the corresponding section's **base**.

When that ship targets a ship outside of its firing arc, measure a line from the exact center of the chosen ship's base to the exact center of the huge ship's corresponding base. If this line is not obstructed by the blue center line on the huge ship's token, the huge ship can declare the chosen ship as the defender.

Primary Weapon Range

Some huge ships have a Range restriction for their primary weapon. For example, the CR90's primary weapon uses Range 3–5 (see "Huge Range Ruler" on page 4). To denote this increased range, the weapon range is shown on the Ship card.

3–5

Primary Weapon Range

Additional Firing Arcs

Some huge ships have different firing arcs. For example, the CR90 has four firing arcs printed on the ship token; there are two firing arcs in the fore section and two firing arcs in the aft section. If a section of the CR90 has a secondary weapon equipped, that secondary weapon must target a ship inside **either** firing arc from its corresponding section.

Damage

Huge ships have pairs of unique Damage decks; one for the ship's fore section, and one for the ship's aft section. When the huge ship is dealt a Damage card, draw the card from the deck that corresponds to the targeted section and place it next to the corresponding Ship card.

For a huge ship with a single ship card, all Damage cards that are placed next to the Ship card count against that ship's hull value.

If an effect would damage both sections of a huge ship, the opposing player chooses one section, and the chosen section suffers the damage.

If a huge ship suffers damage from a source that does not explicitly affect a single section, the opposing player chooses which section suffers the damage. Crippled sections cannot be chosen.

Fore Damage Deck

Aft Damage Deck

Crippled Sections for Ships with Multiple Ship Cards

When the number of Damage cards dealt to a section equals or exceeds its hull value, that section is **crippled**. The crippled section's Ship card is then flipped to the crippled side.

A Ship card's crippled side has fewer Upgrade icons than its normal side. When a Ship card's crippled side is revealed, the controlling player must choose and discard any Upgrade cards in excess of the upgrade icons depicted on that side. Similarly, he must discard any energy tokens in excess of the energy limit on that side. Titles and modifications are not discarded.

Crippled sections cannot be the target of an attack and cannot suffer damage.

If both sections of a huge ship with multiple Ship cards are crippled, that ship is destroyed. Immediately remove the destroyed ship from the play area, discard all of its Damage cards to faceup discard piles next to the Damage decks, and return all of its tokens to their respective supplies.

Exception: See "Simultaneous Attack Rule."

Simultaneous Attack Rule

If a section of the huge ship would be crippled by a ship attacking at the same pilot skill value as the huge ship, and that huge ship has not attacked yet, do not flip the Ship card. It may attack as normal during the Combat phase, although any faceup Damage cards just dealt to it may affect its attacks.

After the CR90 has had the opportunity to attack, any section that would be crippled becomes crippled.

HUGE SHIP SETUP EXAMPLE

The Rebel player chooses to diagonally place his GR-75 in the setup area. He ensures that the back-left corner of the ship's rear base is touching the edge of the play area, and then he freely adjusts the ship until it is pointing in the desired direction.

ADDITIONAL HUGE SHIP RULES

Setup

Huge ships follow all standard setup rules. However, during setup, a huge ship's bases may extend outside of Range 1 (or a mission's specified setup area) as long as the ship fully occupies the length of that area.

A huge ship cannot be placed with any portion of its bases outside the play area. A huge ship's figure may extend outside the play area at any time as long as the base remains in the play area.

Huge Ship Activation

The Activation phase consists of two subphases that players resolve in this order:

2a. Small and Large Ship Activation

2b. Huge Ship Activation

During "Small and Large Ship Activation," all small and large ships activate in order from lowest pilot skill value to highest pilot skill value.

Then, during "Huge Ship Activation," all huge ships activate in order from lowest pilot skill value to highest pilot skill value.

All other standard rules for activating ships apply as normal. Effects that trigger at the end of the Activation phase resolve at the end of the "Huge Ship Activation" subphase.

Example: *The Rebel player has Rookie Pilot (pilot skill "2"), Luke Skywalker (pilot skill "8"), and one CR90 (pilot skill "4"). During the Activation phase, the Rebel player will activate his ships in the following order: Rookie Pilot, then Luke Skywalker, and finally the CR90.*

Overlapping

Huge ships use modified rules for overlapping.

Overlapping Huge Ships

When a huge ship executes a maneuver and the final position of one of its sections overlaps one or more huge ships, use the standard rules for overlapping ships as described on page 17 of the core set rulebook. However, the huge ship that moved does not skip its "Perform Action" step. Instead, both huge ships are dealt one **faceup** Damage card; each player draws this Damage card from the deck that corresponds to his ship's affected section.

OVERLAPPING SMALL OR LARGE SHIPS

When a huge ship executes a maneuver and the final position of one of its sections overlaps one or more small or large ships, the small or large ships overlapped by the huge ship are immediately destroyed and the huge ship completes its maneuver. The huge ship does not skip its "Perform Action" step.

Then, the huge ship's player rolls one attack die for each small ship destroyed in the overlap and two attack dice for each large ship destroyed in the overlap. Then the huge ship's fore section suffers any damage (✳) and critical damage (✳) rolled.

OVERLAPPING OBSTACLES

When a huge ship executes a maneuver and the final position of one of its sections overlaps one or more obstacle tokens, the huge ship is dealt one **faceup** Damage card. Draw this Damage card from the Damage deck that corresponds to the affected section. If both sections overlap, the opposing player chooses which section suffers the damage.

Obstacles do not cause a huge ship to skip its "Perform Action" step. All obstacle tokens that are overlapped by a huge ship are immediately removed from the play area.

The huge ship suffers these effects when one of its sections overlaps an obstacle, **not** when its maneuver template overlaps an obstacle.

SMALL/LARGE SHIP OVERLAPPING A HUGE SHIP

When a small or large ship executes a maneuver and the final position of its base overlaps a huge ship, the overlapping ship must follow the rules under "Plastic Bases Overlapping" described on page 17 of the core set rulebook. Additionally, the player controlling the overlapping ship rolls one attack die and suffers any damage (✳) and critical damage (✳) rolled.

MODIFICATIONS

Huge ships can equip only modifications that are labeled "*Huge Ship only*."

FOCUS, EVADE, AND STRESS TOKENS

Focus, evade, and stress tokens do not affect huge ships. When a huge ship receives any of these tokens, immediately remove them and return them to the token supply.

ION TOKENS

Some card abilities may cause a ship to receive an ion token. Huge ships do not suffer the standard effects of ion tokens. Instead, when a huge ship gains energy during its "Gain Energy" step, reduce the amount of energy it gains by one for each ion token assigned to it. Then remove **all** ion tokens from the ship at the end of the Activation phase.

TARGET LOCK TOKENS

A ship that acquires a target lock on a huge ship must acquire that lock on a single section of the huge ship. The closest point of the chosen section must be within range. The red target lock token is placed next to the chosen section of the huge ship and its effect only applies to that section.

FREE ACTIONS

Huge ships cannot perform free actions.

OBSTRUCTING

When a ship performs an attack, if its closest-point-to-closest-point line passes through any part of a section of a huge ship and that huge ship is not the target, the attack is obstructed; the defender rolls one additional defense die.

ASSAULT MISSILES

If a huge ship is attacked by Assault Missiles, which damages all ships at Range 1 of the defender, the player measures range from the **targeted section**. The huge ship's other section does not suffer damage in this case.

PROXIMITY MINES

If a huge ship's maneuver template overlaps a Proximity Mine token, that token does **not** detonate. Proximity Mines only detonate against huge ships if the huge ship's **base** overlaps the Proximity Mine token.

USING HUGE SHIPS AS OBSTACLES

Players may use huge ships as obstacles instead of as a ship in standard play. To do so, flip the ship token to the starfield side and follow the rules for adding obstacles described on page 20 of the core set rulebook, with the following change: one player places the huge ship obstacle first instead of his three asteroid tokens. Huge ships may not be used as obstacles during tournament play, except in casual events in which the Tournament Organizer has announced prior to the event that they will allow huge ships to be used as obstacles.

The huge ship obstacle is not controlled by any player. It uses the rules for overlapping and obstructing described under the "Additional Huge Ship Rules" section of this rulebook. It does not move, and it cannot be attacked, damaged, or destroyed.

NEW UPGRADE CARDS

The following sections describe some Upgrade cards introduced with huge ships.

SHIP-RESTRICTED UPGRADES

Some Upgrade cards are labeled "*Huge Ship only*." Cards with this label cannot be equipped by small or large ships.

Section 3: Rule Clarifications

This section explains various rules interactions and makes other clarifications.

Abilities Resolve Once per Opportunity

A game effect can only resolve once per opportunity. For example, Luke Skywalker's pilot ability applies "when defending," so he can only use his ability once against each enemy attack.

Acquiring a Target Lock

When an ability instructs you to acquire a target lock, this is different than performing an 'acquire a target lock' action. It is possible to acquire a target lock while stressed, and a ship can acquire a target lock multiple times during the same round. A ship can only perform one 'acquire a target lock' action per round.

Each ship is able to maintain one target lock, unless stated otherwise by a game effect.

Altered Pilot Skill

Some abilities alter the pilot skill value of a ship. If several game effects alter the pilot skill of a ship, only the most recent effect is applied. For example, if a Green Squadron Pilot equips Veteran Instincts, it increases its pilot skill from 3 to 5. However, if it later receives the Damaged Cockpit damage card faceup, its pilot skill is reduced from 5 to 0 (rather than 2). Next round, however, Wedge Antilles can use Swarm Tactics to raise its pilot skill to 9.

Assigning a Token to Your Ship

When an ability instructs you to assign a token to your ship, this is different than performing a free action that provides the same token. For example, Kyle Katarn's ability allows you to "assign 1 of your focus tokens to another friendly ship at Range 1–3". A ship that has a focus token assigned to it can still perform a focus action during that round.

"At" vs. "Within"

"At" means the closest part of the target's base touches that range section. For example, when attacking a ship whose base touches both Range 2 and Range 3, that ship is at Range 2.

"Within" means wholly within. For example, normal tournament deployment is "within Range 1 of the table edge."

Movement Guides

Movement guides on ship bases are considered part of the ship's base for every part of the game except measuring Range between ships.

Overlapping Inline Ships

Sometimes a round will end with two ships touching each other, parallel, and facing the same direction. If both ships are the same base size and execute the same unobstructed straight [↑] maneuver during the next round, the ships do not overlap each other and are not considered touching, even though they remain physically adjacent.

Removing a Target Lock Token

If a game effect removes a blue or red target lock token from a ship, the matching red or blue target lock token is also removed.

Spending Tokens

When attacking, players may spend focus tokens or target locks and elect not to modify any attack dice. When defending, players may spend focus tokens and elect not modify any defense dice and may spend evade tokens to add evade results in excess of the number of hit and critical hit results.

Stressed and Ionized

A ship with at least one stress token assigned to it is considered **STRESSED**. A small ship with at least one ion token assigned to it (or a large ship with at least two ion tokens assigned to it) is considered **IONIZED**.

Suffer Damage vs Deal a Damage Card

An ability or game effect that causes a ship to suffer damage is different from that ship being dealt a Damage card. Suffering damage occurs as described on pg 16 of the Core rulebook, and this damage is applied to shields first as normal. A ship that is dealt a damage card is simply assigned that damage card, regardless of how many shields it has remaining. For example, the effect of Proton Bombs deals one faceup Damage card. Damage cards dealt in this way cannot be canceled by evade tokens, redirected by Draw Their Fire, etc.

Touching and Stationary Maneuvers

If a model begins its activation touching another ship and executes a [■ 0] maneuver, the ships do not overlap each other and are not considered touching, even though they remain physically adjacent.

Touching Multiple Ships

A ship can end its maneuver touching multiple ships. If a ship overlaps two ships, and its own base ends its maneuver touching both ships it has overlapped after moving backwards along the template, the overlapping ship is considered to be touching both overlapped ships, and both overlapped ships are touching it.

Touching Multiple Ships Example

Rookie Pilot attempts to execute a [↑ 2] straight maneuver that causes it to overlap both Boba Fett and Obsidian Squadron Pilot.

The Rebel player moves Rookie Pilot backward along the template and determines that, because the Imperial ships are aligned, he must end his maneuver touching both ships.

COMPETITIVE PLAY

At competitive and premier events, it is critical to resolve maneuvers, perform actions, and measure range in a strict and defined sequence.

Players must fully resolve each ship's activation before moving on to the next ship—this includes fully executing that ship's maneuver (resolving any collisions or card effects) and performing all of that ship's actions. Each ship in a squad must activate, move, and perform its action individually, even if a player is moving several ships of the same pilot skill and selecting the same maneuvers or actions.

All tokens (other than shield tokens) must be placed next to the ship's base in the play area, and cannot be placed on ship cards.

Simultaneous abilities (such as when both players must trigger Swarm Tactics at the start of the combat phase) are resolved in initiative order.

After the Planning phase, if a player wishes to look at one of his dials, he must inform his opponent first. Manipulating dials after the Planning phase will not be tolerated.

ACTION RESOLUTION

- When acquiring a target lock, a 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, a 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 barrel roll in the other direction, or he may declare a different action.

- When performing a boost, a player must declare which maneuver template and direction he will use. Then, he measures to see if the ship is able to perform a boost action with the declared template in the desired direction. 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 or direction to use, or he may declare a different action.

MEASURING RANGE

Players may **only** measure range and/or use the range ruler to determine whether a ship is inside or outside of a firing arc at the following times:

- When a ship becomes the active ship during the combat phase, the active player can measure range from the active ship to any enemy ships before declaring one as its target.

- When a player declares a ship's ability that requires another ship (or ships) to be at a certain range, the player trying to resolve the ability can measure range from their ship to any valid ships before resolving the ability.

- After declaring the intended target of a target lock action, the active player may measure range to the intended target, and only to the intended target.

MISSED OPPORTUNITIES

Occasionally, players forget to resolve important effects during the course of a game. At competitive and premier events, once an opportunity is missed and play has proceeded past that timing window, the opportunity is lost:

- If a player forgets to perform an action with a ship and play has proceeded to the next ship (a dial has been revealed, a maneuver has been executed, etc.), that ship loses its chance to perform an action.

- If a player forgets to place a maneuver dial next to a ship, but tells his opponent he is ready to begin the round, once play has proceeded to the first ship (a dial has been revealed, a maneuver has been executed, etc.), he may no longer place a dial. Instead, when that ship activates, the player's opponent chooses the maneuver that ship will perform. No actions may be taken before this maneuver, but play proceeds normally after the maneuver has been executed.

- If a player forgets to declare a game effect during a specific timing window (such as declaring the target of Swarm Tactics at the start of the Combat phase), he may not execute that game effect at a latter time.

MISTAKES

Mistakes happen. At competitive and premier events, it is important to have a clear system in place to resolve mistakes when they arise.

- If a player assigns the wrong ship dial to his ship (for example, assigning a B-wing dial to an X-wing), when he reveals the dial he must inform his opponent of the error. If the revealed maneuver is a legal maneuver for that ship (for example, the revealed B-wing dial shows a green [↑ 1] maneuver, a maneuver that also appears on the X-wing ship dial), it is executed as normal. If the revealed maneuver is not a legal maneuver for that ship (For example the B-wing dial shows a red [↱ 1] maneuver, a maneuver that does **not** appear on the X-wing ship dial), the player's opponent chooses which legal maneuver from that ship's actual dial that ship will perform.

- If a player reveals a dial that is stuck between two different maneuvers in such a way that it is impossible to determine which maneuver was selected, the player's opponent chooses which of those two maneuvers that ship will perform.

- If a player knocks a ship over, he must endeavour to replace it exactly as he found it. If there is any disagreement about its placement, the player's opponent has final say over its position, though he must attempt to match the ship's original position.

These rules are not intended to punish players, or encourage players to rush through timing windows in order to deny their opponent an opportunity. Players **must** allow their opponents ample time to perform actions, execute maneuvers, and declare game effects.
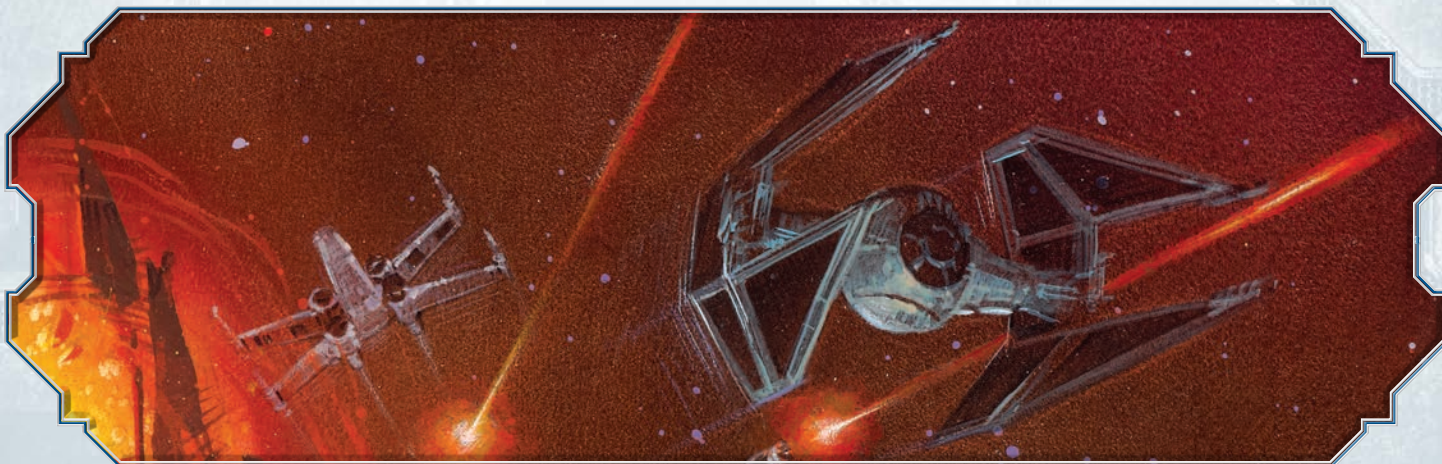
Section 3: Card Clarifications

This section explains various card interactions and makes other clarifications.

DAMAGE CARDS

Blinded Pilot

A ship with Blinded Pilot assigned to it must perform an attack in order to flip this card facedown.

A ship with Blinded Pilot assigned to it may still use abilities that trigger after performing an attack, such as Darth Vader, Gunner, and Luke Skywalker, even though no attack dice are rolled.

A ship with two copies of Blinded Pilot assigned to it flips them both facedown after it performs an attack.

Damaged Cockpit

See 'Altered Pilot Skill' on page 4.

If Damaged Cockpit is flipped faceup during a round, its effect is applied on the round after it was flipped faceup.

Damaged Engine

A ship equipped with R2 Astromech that has Damaged Engine assigned to it treats all of its turn maneuvers [↰ and ↱] as red maneuvers, including the 1- and 2-speed turn maneuvers.

Adrenaline Rush **cannot** be used to treat a red turn [↰ or ↱] maneuver caused by a faceup Damaged Engine damage card as a white maneuver.

Damaged Sensor Array

A ship with Damaged Sensor Array assigned to it may still perform actions from upgrade or damage cards that have the '**Action**' header.

A ship with Damaged Sensor Array assigned to it cannot perform the target lock action in its action bar, but may still acquire target locks through other means.

A ship with Damaged Sensor Array assigned to it can still perform free actions granted by an Upgrade card with the '**Action**' header (such as Expert Handling) even if that action is listed on that ship's action bar.

Stunned Pilot

Damage suffered from Stunned Pilot is in addition to any damage suffered from overlapping an obstacle.

If a ship with Stunned Pilot assigned to it executes a maneuver in which the maneuver template overlaps a ship or obstacle token, but the ship's final position does not overlap a ship or obstacle token, the effect of Stunned Pilot does not resolve.

SHIP CARDS

"Backstabber"

"Backstabber" only rolls the additional attack die granted by his ability if no portion of his base is inside any of the printed firing arcs on the defender's ship token.

A ship with a turret primary or a ⟳ secondary weapon is still affected by Backstabber if no portion of his base is inside the printed firing arcs on the defender's ship token.

Biggs Darklighter

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

Boba Fett

If Boba Fett is equipped with Navigator and chooses a bank maneuver, when he reveals his dial he may rotate to any bank maneuver of any speed.

Captain Jonus

If another friendly ship performs multiple attacks with a secondary weapon (such as Cluster Missiles), Captain Jonus may use his ability for each attack.

Captain Kagi

If an enemy ship equipped with Fire-Control System is within range to acquire a target lock on Captain Kagi and attacks a ship other than Captain Kagi, the target lock provided by Fire-Control System must be acquired on the defender, not Captain Kagi. If the enemy ship also has Weapons Engineer, its second target lock must be acquired on Captain Kagi.

If a ship already has a target lock on Captain Kagi, it may acquire a target lock on a different ship.

Captain Yorr

If, through his pilot ability, Captain Yorr intercepts a stress token that is part of the cost of triggering an ability on another ship (such as Soontir Fel or Opportunist), that ability's effect does not resolve.

If Captain Yorr intercepts a stress token that was the result of an ability (such as Push the Limit), that ability resolves, then Yorr receives the stress token.

"Dark Curse"

"Dark Curse" cannot be the target of a secondary weapon attack that requires the attacker to spend a focus token.

Chewbacca

Any time Chewbacca is dealt a faceup Damage card, he flips it facedown without resolving its effect, including the Injured Pilot Damage card.

Damage cards flipped faceup by card abilities (such as Saboteur or Rexler Brath) are not considered "dealt," and therefore Chewbacca's ability does not apply.

"Echo"

When declaring a decloak, the player controlling "Echo" must declare both the side and direction of the decloak. If "Echo" can perform the decloak, she must do so. If "Echo" cannot perform the decloak, the player controlling "Echo" may declare a decloak in any other direction, or he may choose not to decloak.

Colonel Jendon

Colonel Jendon may assign 1 of his blue target lock tokens to a ship that does not have the target lock action listed in its action bar.

"Fel's Wrath"

If Corran Horn destroys "Fel's Wrath" at the start of a round's End phase, "Fel's Wrath" is not removed until the end of the following round's Combat phase.

If "Fel's Wrath" is the last ship in a player's fleet and is destroyed but has not yet been removed, and all enemy ships are destroyed and have been removed before "Fel's Wrath" is removed, the player controlling "Fel's Wrath" wins the match. In tournament play this would result in a modified match win and a Margin of Victory of 100 for both players.

Colonel Vessery

If a friendly ship has a target lock on an enemy ship and Colonel Vessery spends his own target lock to attack that ship (for example, he spends his target lock to fire a Concussion Missile), he may immediately acquire a new target lock on that ship and spend it to reroll his attack dice.

Garven Dreis

A ship may be assigned a focus token from Garven Dreis even if it has already performed a focus action earlier in the round.

A ship may spend a focus token during an attack even if there are no ◉ results to change (including an attack where no dice are rolled, such when a ship has a faceup Blinded Pilot Damage card).

Corran Horn

Corran Horn performs his additional attack at the **start** of the End phase, **before** evade and focus tokens are removed.

Jan Ors

Jan Ors' ability only applies to a single attack. For example, if a ship equipped with Gunner rolls the extra attack die granted by Jan Ors on its first attack and misses, it does not receive the die from Jan Ors again during the attack granted by Gunner.

JEK PORKINS

If Jek Porkins uses his pilot ability to discard the stress token received from executing a red maneuver, he does not skip his Perform Action step.

•JEK PORKINS
X-WING
7

When you receive a stress token, you may remove it and roll 1 attack die. On a ✷ result, deal 1 facedown Damage card to this ship.

3 / 2 / 3 / 2 / 26

"NIGHT BEAST"

If "Night Beast" is stressed before he executes a green maneuver, he cannot perform a free focus action since the free action is granted before the stress is removed during the "Check Pilot Stress" step.

If "Night Beast" executes a maneuver that causes him to overlap another ship, he can still perform a free focus action.

•"NIGHT BEAST"
TIE FIGHTER
5

After executing a green maneuver, you may perform a free focus action.

2 / 3 / 3 / 0 / 15

HAN SOLO

Han Solo's ability is a 'Modify Attack Dice' ability similar to spending a target lock or a focus token–it is not a separate attack.

•HAN SOLO
YT-1300
9

When attacking, you may reroll all of your dice. If you choose to do so, you must reroll as many of your dice as possible.

3 / 1 / 8 / 5 / 46

REXLER BRATH

Rexler Brath must choose to use his pilot ability **after** resolving any faceup damage cards dealt by his attack.

Any faceup damage cards that have been resolved and flipped facedown **and** any additional Damage cards dealt by the Minor Explosion Damage cards are also flipped faceup when Rexler Brath uses his ability.

Rexler Brath may only use his pilot ability once per attack; see "Abilites Resolve Once per Opportunity" on page 8.

•REXLER BRATH
TIE DEFENDER
8

After you perform an attack that deals at least 1 Damage card to the defender, you may spend a focus token to flip those cards faceup.

3 / 3 / 3 / 3 / 37

"HOBBIE" KLIVIAN

"Hobbie" Klivian may remove 1 stress token from his ship each time he acquires or spends a target lock. Ships can acquire a Target Lock without performing the Target Lock action; see "Acquiring a Target Lock" on page 8.

•"HOBBIE" KLIVIAN
X-WING
5

When you acquire or spend a target lock, you may remove 1 stress token from your ship.

3 / 2 / 3 / 2 / 25

ROARK GARNET

See "Altered Pilot Skill" on page 8.

•ROARK GARNET
HWK-290
4

At the start of the Combat phase, choose 1 other friendly ship at Range 1–3. Until the end of the phase, treat that ship's pilot skill value as "12."

1 / 2 / 4 / 1 / 19

KATH SCARLET

If Kath Scarlet attacks with an Ion Cannon, [✷] results that are canceled by the Ion Cannon's game effect do not cause the defender to receive 1 stress token.

•KATH SCARLET
FIRESPRAY-31
7

When attacking, the defender receives 1 stress token if he cancels at least 1 ✷ result.

3 / 2 / 6 / 4 / 38

TURR PHENNIR

If the player controlling Turr Phennir has initiative and Turr Phennir attacks an enemy ship of the same pilot skill, he may use his ability before the enemy ship attacks. If Turr Phennir is no longer a valid target after resolving his ability, the enemy ship cannot attack Turr Phennir.

•TURR PHENNIR
TIE INTERCEPTOR
7

After you perform an attack, you may perform a free boost or barrel roll action.

3 / 3 / 3 / 0 / 25

LIEUTENANT LORRIR

When declaring a barrel roll action, the player controlling Lieutenant Lorrir must declare both the side and direction of the roll. If Lorrir can perform the barrel roll action, he must do so. If Lorrir cannot perform the barrel roll action, the player controlling Lorrir may declare a Barrel Roll action in any other direction, or he may declare a different action.

•LIEUTENANT LORRIR
TIE INTERCEPTOR
5

When performing a barrel roll action, you may receive 1 stress token to use the [↖1] or [↗1] template instead of the [↑1] template.

3 / 3 / 3 / 0 / 23

WES JANSON

When a ship is defending against Wes Janson, it may use focus, evade, and target lock tokens during the attack. Wes Janson's ability does not remove a token until after the attack has been fully resolved.

•WES JANSON
X-WING
8

After you perform an attack, you may remove 1 focus, evade, or blue target lock token from the defender.

3 / 2 / 3 / 2 / 29

ADRENALINE RUSH

If a stressed ship equipped with Adrenaline Rush reveals a red maneuver, it may still use Adrenaline Rush to treat the maneuver as a white maneuver.

Adrenaline Rush **cannot** be used to treat the red [← or →] maneuver caused by a faceup Damaged Engine damage card as a white maneuver.

ADVANCED CLOAKING DEVICE

A ship with a stress token cannot perform actions, and therefore cannot perform the free cloak action provided by Advanced Cloaking Device.

ADVANCED SENSORS

If a ship equipped with Advanced Sensors does not have a maneuver dial assigned to it (for example, because it is ionized), it cannot use Advanced Sensors' ability.

If a ship is overlapping an obstacle when it activates, it may use Advanced Sensors before revealing its maneuver dial.

If a TIE Phantom uses Advanced Sensors to perform a cloak action, it cannot immediately decloak.

ANTI-PURSUIT LASERS

The effect of Anti-Pursuit Lasers only resolves if an enemy ship is touching the ship equipped with Anti-Pursuit Lasers after executing its maneuver.

The effect of Anti-Pursuit Lasers does not resolve if only the maneuver template overlaps a ship equipped with Anti-Pursuit Lasers.

AUTOBLASTER

The defender can cancel ✷ results with evade tokens when attacked with Autoblaster.

C-3PO

A ship equipped with both C-3PO and Flight Instructor may guess the number of ⟁ results, add an ⟁ result if the guess was correct, then reroll the dice (if applicable).

CHEWBACCA

If a ship equipped with Chewbacca suffers a critical damage, the player may look at that card before choosing whether to use Chewbacca's ability to discard it.

If a ship equipped with Chewbacca is about to suffer its last damage before it would be destroyed, Chewbacca may be used to prevent that one damage and recover a shield.

CLUSTER MISSILES

The attacker only needs to spend one target lock to use Cluster Missiles.

Cluster Missiles is treated as two separate attacks against the same target.

If a ship is equipped with Cluster Missiles and Munitions Failsafe, **both** attacks must miss for Munitions Failsafe to activate.

DAREDEVIL

A ship that performs the Daredevil action follows all normal rules for executing a maneuver. Daredevil may be performed even if the ship would overlap another ship or obstacle; resolve the overlapping as normal.

DARTH VADER

A ship equipped with Darth Vader can use this ability if it has at least 1 hull remaining.

If a ship equipped with Darth Vader can attack twice in one round (such as a ship equipped with Gunner or Cluster Missiles), it can use Darth Vader after the first attack. If Darth Vader destroys the ship to which he is equipped, it can still perform its second attack.

DRAW THEIR FIRE

A ship equipped with Draw Their Fire cannot suffer the critical damage caused by Darth Vader or Proximity Mines, as that damage is not an attack.

EXPERT HANDLING

A ship can only perform the same action once per round. A ship equipped with Expert Handling cannot perform a barrel roll and use the Expert Handling action in the same round.

If a ship attempts to perform an Expert Handling action, but cannot perform a barrel roll, the ship may perform a different action instead.

A ship with Expert Handling can use it to perform a barrel roll even if it has Damaged Sensor Array assigned to it.

FLECHETTE TORPEDOES

When determining whether the defender receives a stress token from Flechette Torpedoes, the defender's starting hull value (including any equipped Hull Upgrade card) is used, **not** the defender's remaining hull points.

If a ship equipped with Munitions Failsafe and Flechette Torpedoes misses when firing Flechette Torpedoes at a target with hull value '4' or lower, the defender receives 1 stress token and the Flechette Torpedoes are **not** discarded.

FIRE-CONTROL SYSTEM

If a ship equipped with Fire-Control System and Weapons Engineer attacks, that ship must acquire the first target lock on the defender (if able) before acquring a target lock on a second ship.

If a ship equipped with Fire-Control System attacks more than once in a round, it may acquire a target lock after each attack. It may spend the target lock acquired after the first attack on the second attack.

GUNNER

Using Gunner's ability is a separate attack, which means that the ship can choose to declare a different target for the second attack, and any abilities to modify attack dice (such as spending a focus token or a target lock) must be used for each attack separately.

When Gunner is used to perform a primary weapon attack, any additional attacks (such as from Cluster Missiles) are forfeited.

HEAVY LASER CANNON

After an attack is performed using Heavy Laser Cannon and all ※ results are changed to ☀ results, the attack dice can be modified as normal. Any attack dice rerolled are not changed from ※ results to ☀ results.

HOMING MISSILES

The attacker must have a target lock on the defender to use Homing Missiles, but the target lock is not spent in order to perform the attack.

LUKE SKYWALKER

See 'Gunner' above.

MARKSMANSHIP

When a ship performs the Marksmanship action, its effect is applied during each attack it performed that round (for example, it is applied to both attacks granted by Cluster Missiles).

When a ship uses the Marksmanship action, during each attack that round the controlling player must choose to apply the entire effect of Marksmanship or not. If using the Marksmanship effect, 1 👁 result must to be changed to a ※ result before any 👁 results are changed to ☀ results.

NAVIGATOR

A ship that has been ionized cannot use Navigator to change the speed of the white [↑ 1] maneuver.

If Boba Fett is equipped with Navigator and chooses a bank maneuver, when he reveals his dial he may rotate to any bank maneuver of any speed.

NIEN NUNB

If a ship equipped with Nien Nunb attempts to execute a [↩] maneuver but is unsuccessful, causing the maneuver to be treated as a [↑] maneuver, Nien Nunb's ability **does not** make that [↑] maneuver green.

If ship is ionized, Nien Nunb's ability **does** make the white [↑ 1] maneuver green.

OUTMANEUVER

A ship with a turret weapon (including a ship with a 360-degree primary turret) is affected by Outmaneuver **unless** it is defending against a ship that is inside the printed, shaded firing arc on their ship token, and **only** gains the benefit of Outmaneuver when attacking a ship inside the printed, shaded firing arc on its ship token.

The auxiliary firing arc of the Firespray-31 **is** a firing arc.

PROXIMITY MINES

If a ship executes a maneuver in which its maneuver template and/or base overlaps multiple proximity mine tokens, all of the proximity mine tokens detonate, even if the ship is destroyed by the first token it overlaps.

R2 ASTROMECH

A ship equipped with R2 Astromech that has Damaged Engine assigned to it treats all of its turn maneuvers [↰ and ↱] as red maneuvers, including the 1- and 2-speed turn maneuvers.

If ship is ionized, R2 Astromech's ability **does** make the white [↑ 1] maneuver green.

R2-D2

If a ship equipped with R2-D2 executes a green maneuver and its base or maneuver template overlaps a proximity mine token, **that ship must roll for damage before it recovers 1 shield.**

If a ship equipped with R2-D2 executes a green maneuver and its base or maneuver template overlaps an obstacle token or its base overlaps a ship equipped with Anti-Pursuit Lasers, **that ship recovers 1 shield before rolling for damage.**
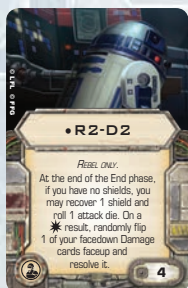
R2-D2 (⬡)

If R2-D2 is equipped to a Huge ship with multiple sections, both sections must have no shields remaining before R2-D2 can be used.

R7-T1

If a ship equipped with R7-T1 is at Range 1–2 and inside the firing arc of an enemy ship, the following sequence occurs: the ship equipped with R7-T1 **may** acquire a target lock on the enemy ship. Then, the ship equipped with R7-T1 **may** perform a free boost action, even if it did not acquire a target lock on the enemy ship.

Saboteur

If Saboteur flips a Damage card that causes the targeted ship to be unable to resolve a maneuver (such as Thrust Control Fire before a ship attempts a red maneuver, or Damaged Engine on a stressed ship before the ship attempts a turn), the player controlling the ship with Saboteur equipped gets to choose the stressed ship's maneuver when it activates during the Activation phase.

Swarm Tactics

See "Altered Pilot Skill" on page 4.

Multiple ships that have Swarm Tactics equipped may use it in sequence to give multiple ships the same high pilot skill value. For example, Howlrunner equipped with Swarm Tactics may pass her pilot skill of 8 to a Black Squadron Pilot equipped with Swarm Tactics, who may then pass a pilot skill value of 8 to an Academy Pilot.

Stealth Device

A ship equipped with Stealth Device only discards Stealth Device if it defends against an attack and is hit. Damage suffered from other game effects (such as Seismic Charge, asteroids, or damage received for being at Range 1 of a ship hit by Assault Missiles) does not cause a ship to discard Stealth Device.

Tactician

When a ship equipped with multiple Tactician Upgrade cards attacks, the defender receives 1 stress token for each Tactician equipped to the attacker.

If a ship is equipped with both Gunner and Tactician, and the first attack misses, the defender still receives 1 stress token from the attack.

Ships attacking with turret weapons must measure from closest point to closest point when determining range.

WED-15 Repair Droid

If WED-15 Repair Droid is equipped to a huge ship with multiple sections, its ability can be used on a Damage card assigned to either section of the ship, though it uses up the action of the section WED-15 Repair Droid is assigned to.

WED-15 Repair Droid **can** be used on a Damage card assigned to a crippled section of a huge ship (for example, to remove a faceup damage card); however, once a section has been crippled it is crippled for the remainder of the match.

Veteran Instincts

See "Altered Pilot Skill" on page 4.

Section 4: 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: Are the movement guides on bomb tokens considered when measuring range or when a ship overlaps them?

A: Yes.

Q: In Epic Play, can a huge ship be deployed overlapping an asteroid?

A: Yes, but it will be dealt a faceup Damage card as soon as it executes a maneuver.

ACTIONS AND GAME EFFECTS

Q: Can a ship decloak or perform a boost or barrel roll action that would cause it to go outside the play area (and thus flee the battlefield)?

A: Yes. If a player performs a boost or barrel roll that causes it to go outside the play area, it flees the battlefield and is immediately destroyed.

Q: If a ship is required to skip its "Perform Action" step (for example, if it overlapped an obstacle), is it still allowed to perform free actions outside of the "Perform Action" step?

A: Yes.

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. In competitive and premier events, the player must declare the direction before attempting the maneuver (see competitive play on Page 5).

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

A: No.

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

A: Yes. The portion of the bomb token that is outside the play area is ignored.

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 ship have more than one focus, evade, or stress token assigned to it?

A: Yes. A ship cannot perform 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: Can a ship decloak if it is ionized?

A: No. Because no dial is assigned or revealed, that ship cannot decloak.

COMBAT

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, Upgrade cards, Damage cards, etc. are still active and may affect the game until it performs an attack, at which point it is immediately removed.

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 in the play area due to the Simultaneous Attack Rule may be affected by additional faceup Damage cards.

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 a target lock token to attack with a secondary weapon, he no longer has that target lock to spend for rerolling.

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

A: No and no.

Q: If a ship has a turret primary weapon (or is equipped with a ⟳ secondary weapon), is the ship considered to have a 360-degree firing arc?

A: No. Turret primary and secondary weapons allow a ship to ignore its printed firing arcs. A ship's firing arcs are always the printed, shaded arcs on its ship token.

Q: Can a ship choose to attack a friendly ship?

A: No.

Q: Can a ship choose to not perform an attack in the Combat Phase?

A: Yes, attacking is optional.

Q: If a ship attempts to acquire a target lock on an enemy ship at Range 1–3 but Captain Kagi is also at Range 1–3, can that player choose a different action or does that ship have to acquire a target lock on Captain Kagi.

A: The target lock must be acquired on Captain Kagi.

MISSIONS

Q: Do mission-specific actions, such as the protect action, count as an action listed on the ship's action bar?

A: No.

Q: When a ship must flee off of 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.

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

A: No.

Q: Is Backstabber outside the firing arc of a ship that has no printed firing arc?

A: No, Backstabber's pilot ability only triggers against ships that have a printed firing arc.

Q: Do huge ships begin missions with energy?

A: Unless specified by a specific mission, huge ships begin each mission with no energy. In the Epic Dogfight and Team Epic tournament formats, each huge ship begins the match with energy on its ship card up to its energy limit.

MOVEMENT

Q: After a ship executes a maneuver, if its maneuver template is outside the play area but the ship's base is not outside the play area, has that ship fled the battlefield?

A: No.

Q: Can a ship decloak or 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 decloaking or performing a barrel roll or boost action, it has fled the battlefield and is immediately destroyed.

Q: If two or more game effects that change the difficulty of a maneuver conflict, 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 Damage card, all of the ship's turn maneuvers are treated as red maneuvers, including the 1-speed and 2-speed turn maneuvers.

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 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: 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: 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: 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 overlaps 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.

Q: Are bomb tokens obstacles?

A: No.

RANGE MEASUREMENT

Q: Some card abilities, such as "Howlrunner," 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, Howlrunner's ability affects friendly ships at Range 1 from Howlrunner'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: If a ship attacks an enemy ship with a turret weapon and the defender is also inside its firing arc, can the attacker choose to measure range using the rules for its firing arc instead of the rules for a turret weapon?

A: No. When attacking with a turret weapon (incuding a 360-degree primary turret), range is always measured from the closest point to the closest point.

Q: Some game abilities, such as Jan Ors and Opportunist, allow ships to roll an extra attack die when attacking. When do these abilities happen?

A: Any additional dice must be added during the "Roll Attack Dice" step of the Combat phase, before any rolls are made.