X-WING™ FAQ

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

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."
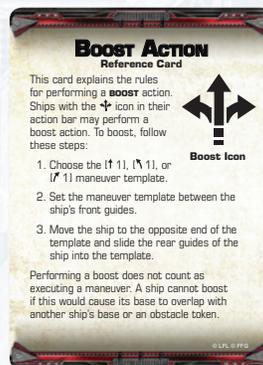
Original card   *Corrected card*

DECLOAK REFERENCE CARD

This card should read:

At the start of the Activation phase, after players have resolved all other abilities that trigger at the start of the Activation phase, each ship may spend a cloak token to **DECLOAK,** starting with the ship with the lowest pilot skill (using initiative to break ties). When a ship decloaks, it must choose **one** of the following effects:

- Perform a barrel roll using the [↑ 2] maneuver template.
- Perform a boost using the [↑ 2] maneuver template.

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 all decloaking has been resolved, the Activation phase continues as normal.
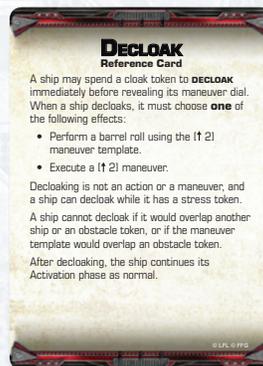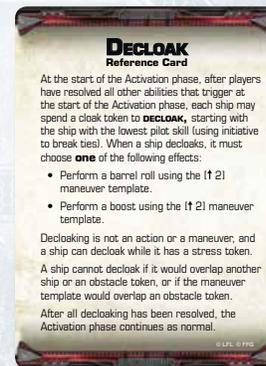
Original card   *Corrected card*

ACCURACY CORRECTOR

This card should read:

"When attacking, during the "Modify Attack Dice" step, you may cancel all of your dice results. Then, you may add 2 ✦ results to your roll.

Your dice cannot be modified again during this attack."

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

•"GENIUS"

This card should read:

"If you are equipped with a bomb that can be dropped when you reveal your maneuver, you may drop the bomb after you execute your maneuver instead."

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

LONE WOLF

This card should read:

"When attacking or defending, if there are no other friendly ships at Range 1–2, you may reroll 1 of your blank results."

Original card

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 immediately detonate. A ship is also considered to be overlapping a Proximity Mine token when it executes a maneuver, decloaks, or performs a boost or barrel roll.

Original card

STAY ON TARGET

This card should read:

"When you reveal a maneuver, you may rotate your dial to another maneuver with the same speed. Treat your maneuver as a red maneuver."

Original card

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."

Original card

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*," "*Imperial only*," or "*Scum only*," Cards with these labels can **only** be fielded in Rebel, Imperial, or Scum & Villainy 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. Some bombs, such as Proximity Mines, do immediately detonate if placed under a ship's base.

A ship may only drop one bomb per round.

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.).

CLOAK ACTION

Ships with the 🌀 icon in their action bar may perform a cloak action. 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.

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.

LARGE SHIP BARREL ROLL EXAMPLE

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

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.

DEBRIS CLOUD

Debris clouds are obstacles as described in the core rulebook with the following exceptions.

MOVING INTO AND THROUGH DEBRIS CLOUDS

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

1. Execute the maneuver as normal, but assign a stress token to that ship **after** the "Check Pilot Stress" step.
2. The player rolls one attack die. On a ☀ result, the ship suffers 1 critical damage.

A ship that is overlapping a debris cloud token during the Combat phase **may perform attacks**.

Debris Clouds

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."

Increasing and Reducing Values

When multiple card effects or abilities increase or reduce a value, such as agility, ignore any "to a minimum of 0" restrictions until the calculation is complete. For example, if a ship with a printed agility value of "0" and the "Structural Damage" card uses "Countermeasures," its agility is "0."

Dice Results

Results that are added are treated as dice results that can only be canceled (they cannot be modified or rerolled). For example, when attacking with "Autoblaster" a ↗ result added by an evade token cannot cancel a ✳ result.

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. After both ships execute a maneuver of the same speed or perform the same boost or barrel roll action, they are not touching even if their bases are still in physical contact (unless they overlapped).

Parallel Ships and Attacking

If an attacking ship is perfectly parallel to the defender such that there are multiple "closest points" on the defender's base or the closest point cannot be accurately determined, the attacker chooses where to draw the line of attack

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 (or executes a maneuver that does not move the ship away), the ships are considered touching. Ships that are touching remain touching until either ship moves away (so that the bases are no longer 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
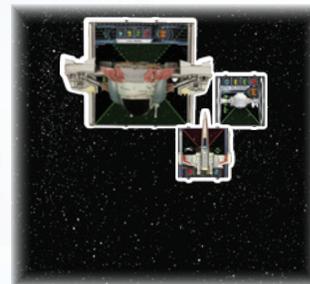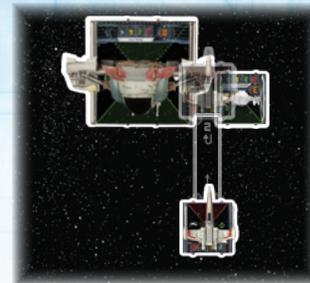
Rookie Pilot attempts to execute a [↑ 2] straight maneuver that causes it to overlap both Boba Fett and Obsidian Squadron Pilot.

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 [↰ 2] 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.

RESOLVING LARGE SHIP COLLISIONS

It can sometimes be difficult to precisely resolve collisions. This is especially true for a large ship attempting to perform a turn maneuver that overlaps another ship. To accurately resolve these collisions, set the turn template in place to mark the position of the large ship, remove the ship from the play area temporarily, and place a [↑] template on each end of the turn template. Then, resolve the collision as normal, moving the ship backward along the template until it no longer overlaps another ship. Use the [↑] templates as a visual reference while moving the ship, adjusting the ship so that the front and rear guides remain centered over the templates.

LARGE SHIP COLLISION EXAMPLE
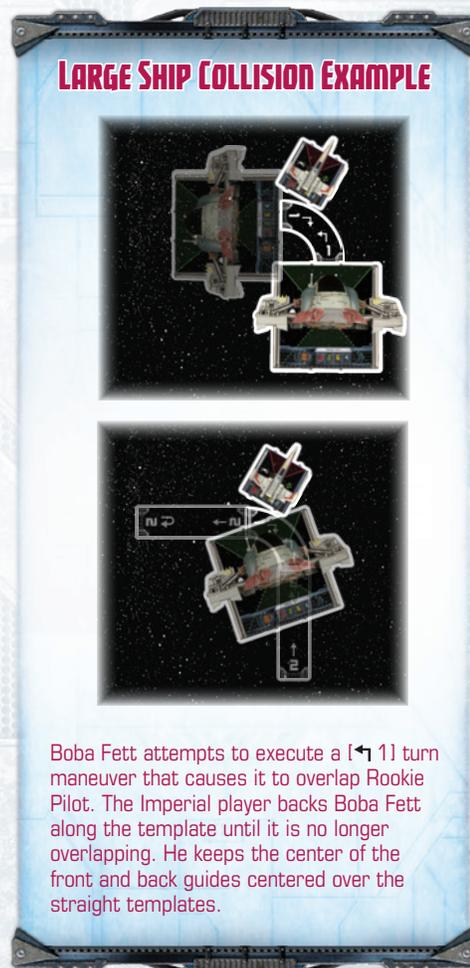
Boba Fett attempts to execute a [↰ 1] turn maneuver that causes it to overlap Rookie Pilot. The Imperial player backs Boba Fett along the template until it is no longer overlapping. He keeps the center of the front and back guides centered over the straight templates.

Section 4: 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 page page 5.

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 actions granted by Upgrade cards (such as Marksmanship, Expert Handling, Lando Calrissian, or Ysanne Isard) or pilot abilities (such as Jake Farrell), so long as those actions are **not** listed in 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

AIREN CRACKEN

If Airen Cracken chooses a friendly ship to perform an action (such as target lock), but that ship cannot perform that action (because the enemy ship is out of range, for example), that ship may choose a different action **or** Airen Cracken may choose a new friendly ship at Range 1 to perform a free action.

"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 at 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 OICUNN

See "Overlapping Inline Ships," "Touching and Stationary Maneuvers," and "Overlapping Multiple Ships" on Page page 5.

Captain Oicunn's ability only triggers after Captain Oicunn executes a maneuver.

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.

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.

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.

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.

CORRAN HORN

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

If both players field Corran Horn, the player with initiative chooses first whether or not to resolve his ability and attack. If the second Corran Horn is destroyed by this attack, do not remove him from the play area. He still has the opportunity to resolve his ability this round before he is removed.

"DARK CURSE"

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

DASH RENDAR

When declaring a barrel roll or boost, Dash Rendar must choose whether or not to use his ability before measuring if he would overlap an obstacle.

If Dash Rendar receives the Stunned Pilot Damage card and executes a maneuver that causes him to overlap an obstacle token, he does **not** suffer damage.

"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.

"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.

EMON AZZAMEEN

Before dropping a bomb, Emon Azzameen must declare what template he will use and in what direction he will drop the bomb. Once he has declared a template and direction, he is committed to dropping the bomb according to that declaration.

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).

Garven may still use his ability after using R5-P9 even if he cannot recover any shields.

IG-88A

IG-88A's pilot ability does **not** allow him to gain shields above his starting shield value—he must lose a shield token before he can recover it.

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.

"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 5.

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.

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.

COMMANDER KENKIRK

See "Increasing and Reducing Values" on page 5.

KEYAN FARLANDER

When attacking, if Keyan Farlander has a stress token, he can use his ability even if he hasn't rolled any 👁 results; in this case, no dice are modified but 1 stress token is removed.

Keyan Farlander can use his ability only once per attack; see "Abilities Resolve Once per Opportunity" on page page 5.

Keyan Farlander — B-WING — 7

When attacking, you may remove 1 stress token to change all of your 👁 results to ☀ results.

29

"LEEBO"

If Maarek Stele deals "Leebo" a faceup damage card, "Leebo" may still use his ability to draw an additional Damage card. He then chooses to resolve either the Damage card chosen by Maarek Stele or the additional card and discards the unchosen card. "Leebo's" ability cannot trigger from a Damage card being flipped faceup.

If "Leebo" is equipped with Determination, he may draw two Damage cards. If one has the Pilot trait, he may choose it and immediately discard it.

"Leebo" — YT-2400 — 5

When you are dealt a faceup Damage card, draw 1 additional Damage card, choose 1 to resolve, and discard the other.

34

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.

23

"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.

15

PRINCE XIZOR

Prince Xizor's ability triggers when he is hit by an attack. A ship that suffers damage from Prince Xizor's ability is not considered hit by an attack.

If Prince Xizor is hit by an attack with an effect that triggers upon being hit and cancels dice results (such Ion Cannon, Ion Cannon Turret, Flechette Cannon, or Ion Pulse Missiles), he cannot use his ability and must suffer the effect of that card.

Prince Xizor — STARVIPER — 7

When defending, a friendly ship at Range 1 may suffer 1 uncanceled ☀ or ☀ result instead of you.

31

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 page 5.

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.

37

ROARK GARNET

See "Altered Pilot Skill" on page 5.

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."

19

TETRAN COWALL

If Tetran Cowall is equipped with the Stay On Target Upgrade card and reveals a ⟳ maneuver, he may first treat the speed of that maneuver as "1," "3," or "5," then use Stay on Target rotate his dial to another maneuver of that chosen speed. He may also reveal a maneuver, use Stay On Target to rotate his dial to a ⟳ maneuver, then treat the speed of that ⟳ maneuver as "1," "3," or "5."

Tetran Cowall — TIE INTERCEPTOR — 7

When you reveal a ⟳ maneuver, you may treat the speed of that maneuver as "1," "3," or "5."

24

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.

25

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.

29

UPGRADE CARDS

ACCURACY CORRECTOR

Accuracy Corrector must be used during the "Modify Attack Dice" step. After cancelling your dice results, you may choose **not** to add 2 ☀ results. This still counts as an attack. Dice results added by Accuracy Corrector may not be modified again, but may be cancelled (for example, by the effect of Ion Cannon).

Accuracy Corrector can be used to add 2 ☀ results even if you have the Blinded Pilot Damage card and are rolling no attack dice.

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.

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 cannot cancel ☀ results with evade tokens or other added ◆ results, such as from C-3PO, when attacked with Autoblaster (see "Dice Results" on page 5).

AUTOTHRUSTERS

Autothrusters does **not** trigger if the ship equipped with Autothrusters is inside the attacker's primary **or** auxiliary firing arc at Range 1–2.

If a ship with a turret weapon attacks a ship equipped with Autothrusters, first measure closest point to closest point to determine range, then use the printed firing arc on the attacker to determine whether the defender is in the attacker's firing arc.

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).

C-3PO may be used in conjunction with the Lando Calrissian Upgrade card when performing Lando Calrissian's special action.

CALCULATION

You may only use Calculation once per attack, no matter how many focus tokens you have to spend. However, If you roll multiple ◉ results during an attack, you may spend 1 focus token to change 1 ◉ result into a ☀ result (using Calculation) and a second focus token to change all other ◉ results into ☀ results (the normal effect of spending a focus token).

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.

DAUNTLESS

If a ship equipped with the Dauntless title executes a green maneuver and overlaps another ship, it can perform a free action, receive a stress token, then remove the stress token during the "Check Pilot Stress" step.

A ship equipped with the Dauntless title that overlaps another ship may use the Daredevil Upgrade card to execute a white [↰ 1] or [↱ 1] maneuver.

DEAD MAN'S SWITCH

Ships that are destroyed in the Combat phase by Dead Man's Switch follow the simultaneous attack rule if they are of the same pilot skill as the attacker that destroyed the ship equipped with Dead Man's Switch.

If IG-88A destroys a ship equipped with Dead Man's switch at Range 1, IG-88A recovers 1 shield before the effect of Dead Man's Switch is resolved.

DRAW THEIR FIRE

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

EXPERIMENTAL INTERFACE

See "Push the Limit".

If Experimental Interface and Push the Limit are both equipped to a ship, they can be used together to perform two additional free actions. After the actions have resolved, the ship receives 2 stress tokens.

Experimental Interface is unique. Only one copy can be included in your squad.

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.

FEEDBACK ARRAY

Feedback Array is resolved during the Combat phase in normal pilot skill order (using initiative to break ties) instead of resolving combat steps 1–7 (see core rules page 10). If a ship equipped with Feedback Array destroys an enemy ship of equal pilot skill that has not attacked yet, that ship may still perform an attack (or use Feedback Array) before it is removed, following the simultaneous attack rule (see core rules page 16).

Using Feedback Array does not count as an attack, and can be used against ships you are touching, while you are overlapping an asteroid, and while you have the Blinded Pilot Damage card assigned to your ship.

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 acquiring 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.

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.

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.

12

"Hot Shot" Blaster

"Hot Shot" Blaster is a secondary weapon.

IG-2000

If you have multiple Aggressors equipped with the IG-2000 title and one of the Aggressors is removed from play, all other Aggressors equipped with the IG-2000 title immediately lose the destroyed Aggressor's pilot ability.

An Aggressor equipped with IG-2000 that receives the Injured Pilot Damage card can still use the pilot abilities of friendly ships equipped with IG-2000, but those friendly ships can no longer use its pilot ability.

Jan Ors

If the ship Jan Ors is equipped to performs a focus action or would be assigned a focus token, Jan Ors can be used to assign that ship an evade token instead.

A ship equipped with Recon Specialist at Range 1–3 of Jan Ors that performs a focus action may receive 1 focus token and 1 evade token.

Luke Skywalker

See 'Gunner' above.

Marksmanship

After a ship performs the Marksmanship action, its effect may be applied during each attack it performs until the end of the round..

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.

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.

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.

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.

If a ship drops a Proximity Mine so that it overlaps multiple ships, the player dropping the bomb chooses which ship suffers the effects of the Proximity Mine detonating.

Push the Limit

See Experimental Interface. Free actions, such as a free action granted from Squad Leader, can trigger Push the Limit. This can result in an action interrupting another effect, causing that effect to finish resolving later. For example, if a ship performs a free barrel roll action granted by Expert Handling, it could use that action as a trigger for Push the Limit. After Push the Limit resolves, Expert Handling finishes resolving. If a player uses Push the Limit to attempt an action he is unable to perform (such as attempting to Target Lock a ship that is out of range), he may perform a different action **or** decide not to use Push the Limit at all.

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.

R4 AGROMECH

Target locks acquired using R4 Agromech's ability may be used immediately.

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.

STAY ON TARGET

Even if the chosen maneuver is changed by an ability such as Navigator, the maneuver that the ship executes is always a red maneuver.

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, Feedback Array, or damage received for being at Range 1 of a ship hit by Assault Missiles) does not cause a ship to discard Stealth Device.

SWARM TACTICS

See "Altered Pilot Skill" on page 5.

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.

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.

YSANNE ISARD

A ship that has the Damaged Sensor Array Damage card assigned to it **cannot** use Ysanne Isard to perform a free evade action if it has the evade action listed in its action bar.

VETERAN INSTINCTS

See "Altered Pilot Skill" on page 5.

Section 5: 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: If both players have effects that resolve at the same time (or from the same trigger), which player resolves their abilities first?

A: The player with initiative resolves all abilities he would like to resolve, then the other player resolves all abilities he would like to resolve as described on page 16 in the core rulebook.

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.

Q: I noticed the Scum & Villainy Firespray-31 Ship cards are missing the auxilliary firing arc symbol. Is this a mistake?

A: Yes, this is a misprint. Scum & Villainy Firespray-31s have an auxilliary firing arc; it is printed on their ship tokens, just like Imperial Firespray-31s.

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 6).

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 I have a ship equipped with multiple bombs, can I drop more than one in the same round?

A: No. Each ship is limited to a single bomb drop each 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: Yes. Because decloaking occurs at the beginning of the Activation phase, a ship may decloak regardless of whether a dial is assigned.

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 ship suffer the effect of each obstacle?

A: No. His opponent chooses one of those obstacles; the ship suffers the effects of the chosen obstacle.

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, does it suffer the effects of the obstacle 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 obstacle, the ship suffers the effects of the obstacle. Otherwise, the ship doesn't suffer any of the obstacle's effects because its original position is ignored.

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 (including 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.

Q: Is a ship considered to be at Range 1 of itself?

A: Yes.