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Game: **STAR WARS: X-WING MINIATURES GAME**

Publisher: **Fantasy Flight Games (2014)**

Print on card (ensure you are printing at 100% scale) laminate and trim to size.

STAR WARS
X-WING
MINIATURES GAME

One player chooses the **Rebel** faction and the other controls the **Imperial** faction (or randomly assign factions).

All components belonging to your own faction are *friendly*, and all those belonging to your opponent's faction are *enemies*.

Each player builds their squads up to an agreed-upon number of squad points. Choose **Ship** and **Upgrade** cards from your faction. Take the ships, stands and tokens and assemble your ships.

Choose a play area with at least 3' x 3' of space and sit opposite one other. The side closest to you is your edge. Place each ship in the play area in order of lowest to highest **pilot skill**. On a tie, the player with **initiative** places his ships with that pilot skill first.

To place a ship, lay the range ruler straight out from your edge and place the ship anywhere entirely within the Range 1 section and facing any direction. A large ship's base may extend outside of the setup area as long as it has filled the length of that area.

Take the cards matching your forces and place them faceup outside the play area in view of all players.

Place **shield tokens** on each Ship equal to its **shield value**. A ship cannot have more than this value.

Shuffle the **Damage deck** and place it facedown outside the play area.

THE GAME ROUND

1. PLANNING PHASE

Each player secretly chooses a maneuver for each of his ships by using its maneuver dial, placing it facedown near that ship. Maneuvers may be assigned in any order. You may look at your own facedown dials at any time, but not your opponent's.

Estimate your movement—you cannot use maneuver templates to 'test' where ships will end up.

Each maneuver consists of the **bearing** (**Straight, Bank, Turn** or **Koiogran Turn**), the **speed** (between 1 and 5), and the **difficulty** (arrow color: a standard maneuver is white, a simple maneuver is green and a difficult maneuver is red).

2. ACTIVATION PHASE

In ascending order of pilot skill, reveal each ship's maneuver dial, and execute the maneuver. Then each ship may perform 1 action.

The ship currently resolving a phase is the **active ship**. Continue activating ships in order until each ship has activated.

1. **Reveal Dial:** Flip the active ship's **maneuver dial** faceup.

2. **Execute Maneuver**

   a. Move Ship Slide the **maneuver template** that matches the chosen maneuver between the front guides of the ship's base and against the base. Move the ship to the opposite end of the template, sliding its rear guides into the opposite end of the template. Move any tokens assigned to the ship along with it.

   The **Koiogran turn maneuver** uses the straight maneuver template. After executing the maneuver, rotate the ship 180º.

   b. Check Pilot Stress If the ship just executed a red maneuver, place 1 **stress token** near it. If it was a green maneuver, remove 1 stress token from the ship (if any).

   c. Clean Up Return the used template to the pile of maneuver templates. Place the revealed dial near the ship's Ship card.

3. **Perform Action:** The ship *may* perform 1 **action**.

Actions Immediately after moving, a ship may perform 1 **action** shown in the action bar of its Ship card. Pilot abilities, Upgrade cards, Damage cards, or missions may allow other actions.

A *free action* does not count as the one action allowed during the Perform Action step.

Stress A ship with at least 1 stress token cannot execute red maneuvers or perform any actions (even free actions).

If a ship already has a stress token and it reveals a red maneuver, the opposing player chooses any non-red maneuver on that ship's dial for the ship to execute.

In descending order of pilot skill, each ship can attack 1 enemy ship inside its firing arc and in range.

1. Declare Target

The **attacker** (the active ship) must declare one of his weapons to attack with and its **target** (the **defender**). The target ship must be inside the attacker's firing arc and within range. Measure to verify that these conditions are met before declaring a target.

A ship cannot target a ship if their bases are touching.

Firing Arc

At the front of each ship token is a wedge (green for Imperials, red for Rebels) showing the angle from which the ship's weapons can fire. If any part of an enemy ship's base falls inside the angle defined by the active ship's wedge it is within its **firing arc**.

Other ships do not obstruct firing arcs. A ship with multiple enemy ships inside its firing arc can target any one of them.

Range

Measure range with the **range ruler**: range 1 (close), range 2 (medium), or range 3 (long). Each ship's primary weapon can target ships at range 1–3.

Place the range 1 end of the range ruler touching the closest part of the attacker's base, and point it toward the closest part of the target ship's base that is inside the attacker's firing arc. The lowest section (1, 2, or 3) of the ruler that overlaps the target ship's base is the **range** between the ships. Range is always measured as the *shortest* distance between the two ships' bases.

If the ruler is not long enough to reach the target, the ship is out of range and cannot be targeted.

Range combat bonuses only occur when a ship is attacking with its primary weapon.

2. Roll Attack Dice

The attacker rolls a number of **attack dice** equal to the ship's **primary weapon value**.

You may choose to use a **secondary weapon** Upgrade card that your ship has equipped *instead*.

Resolve any card abilities that allow you to roll additional (or fewer) dice. **If you are targeting a ship at Range 1 with your primary weapon, roll 1 additional attack die.**

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3. Modify Attack Dice

Resolve abilities and spend tokens that allow you to modify (add, change and reroll) attack dice.

A player resolving multiple modifying abilities does so in the order of his choice. If the attacker and defender both have modifying abilities, the defender resolves all of his abilities before the attacker.

Spending Target Lock Tokens If the attacker has a **target lock** on the defender, he may discard the assigned pair of tokens to **choose any number of attack dice and reroll them once**.

Spending a Focus Token If the attacker has a **focus** token, he may discard it to **change all ◉ results on the attack dice to ✸ results**.

4. Roll Defense Dice

The defender rolls a number of **defense dice** equal to the ship's **agility value**.

The defender resolves any card abilities that allow him to roll additional (or fewer) dice. **If he is targeted at Range 3 by the attacker's primary weapon, he rolls 1 additional defense die.**

If the edge of the range ruler between the ships overlapped an **obstacle token**, the attack is obstructed and the defender rolls **1 additional defense die**.

5. Modify Defense Dice

Resolve abilities and spend tokens that allow you to modify (add, change and reroll) defense dice.

A player resolving multiple modifying abilities does so in the order of his choice. If the attacker and defender both have modifying abilities, the attacker resolves all of his abilities before the defender.

Spending a Focus Token If the defender has a **focus** token, he may discard it to **change all ◉ results on the defense dice to ⟡ results**.

Spending an Evade Token If the defender has an **evade** token, he may discard it to **add 1 additional ⟡ result to his defense roll**.

6. Compare Results

For each ⟡ result, cancel one ✸ or ✷ result from the attack roll. **All ✸ results must be canceled first**.

If there is at least one uncanceled ✸ or ✷ result remaining, the defender is **hit**. If all ✸ and ✷ results are canceled, the attack misses; the defender does not suffer any damage.

Each time a die result is canceled, physically remove one die displaying the canceled result. Ignore all canceled results during this attack. All abilities that allow players to cancel dice must be resolved at the start of this step.

7. Deal Damage

The hit ship suffers 1 damage for each uncanceled ☀, and *then* suffers 1 critical damage for each uncanceled ☀.

For each damage or critical damage suffered, the ship loses 1 **shield token**. If it has none, it receives 1 **Damage card** instead.

Continue resolving combat for ships in order of pilot skill, from highest to lowest, until all ships have had the opportunity to perform one attack. A player with multiple ships with the same pilot skill may resolve their attacks in the order of his choice. **Each ship may attack only once per round**.

All dice modifiers are cumulative. If the attacker's dice is reduced to 0 or less, the attack causes no damage. A die already rerolled cannot be rerolled again during that attack.

4. END PHASE

Remove unspent evade and focus tokens from all ships and resolve any End Phase abilities on cards.

MOVEMENT

Ships can move through space occupied by other ships. Hold the movement template and estimate where the ship should end its move. Both players must agree on its final position and facing.

Unless specified by a mission, a ship executing a maneuver that causes any part of its base to go outside the play area is immediately destroyed.

Overlapping Other Ships

If a ship executes a maneuver causing the final position of its base to overlap another ship's base, move the active ship back along the top of the template from the far end until it no longer overlaps another ship. Keep the template centered between both sets of guides on the ship's base. Place the ship so that the bases of both ships are touching. Then skip the active ship's *Perform Action* step.

Ships with touching bases cannot declare each other as a target during the Combat phase. As soon as the bases are no longer touching, this combat restriction no longer applies.

If the active ship is executing a ↰ maneuver that causes it to overlap another ship, instead treat its maneuver as a ↑ maneuver with the same speed and color revealed on the dial.

If a part of a ship would touch another figure, add or remove a peg from the base to prevent this and continue moving as normal.

DAMAGE

Damage is suffered **one at a time** following these steps. All normal damage is suffered before any critical damage.

1. **Reduce Shields:** If there are any **shield tokens** on the ship's card, remove one and skip the next step. If there are no shield tokens, proceed.

2. **Damage Hull:** Deal 1 **Damage card** to the ship, *facedown* next to the ship's card. If the ship suffered critical damage, place the card *faceup*.

If the deck runs out, shuffle the discards to create a new deck.

Critical Damage

Resolve the text on faceup Damage cards. The card's *trait* (*Ship* or *Pilot*) may be referenced by other cards or abilities.

When a ship has critical damage, place a **critical hit token** near the ship to remind you that it is affected by an ongoing effect. If a ship removes the ongoing effect, remove the token.

Destroying Ships

When a ship's number of Damage cards is equal to or greater than its hull value, the ship is immediately destroyed (faceup and facedown cards count toward this total).

Immediately remove the ship from the play area, discard all of its Damage cards to a faceup discard pile next to the Damage deck, and return all of its tokens.

Simultaneous Attack

Ships with a pilot skill value equal to the active ship's pilot skill value have the opportunity to attack before being destroyed.

If such a ship would be destroyed, it retains its Damage cards but is not removed. It may perform an attack as normal during the Combat phase, although any faceup Damage cards just dealt to it may affect this attack. After this ship has had its opportunity to attack this round, it is immediately destroyed.

INITIATIVE

The player with the lowest squad point total has the **initiative**. On a tie, roll an attack die: on a ☀ or ☀ that player chooses who has initiative; on a 👁 or blank, the other player chooses.

During the Activation phase, if multiple ships have the same pilot skill, all of those ships belonging to the player with initiative activate first. During the Combat phase, if both players have ships with the same pilot skill, all of those ships belonging to the player with initiative resolve the phase first. If multiple abilities resolve at the same time, the player with initiative resolves his abilities first.

WINNING THE GAME

The player who destroys all of his opponent's ships wins. If playing a mission, refer to its victory conditions. If each player's final ship is destroyed at the same time, the player with initiative wins.

Rule Disputes If players cannot agree on a correct ruling in a dispute, one player rolls 3 attack dice and the other rolls 3 defense dice. The player with the most 👁 results determines the correct ruling. If this situation arises again in this game, apply this same ruling. In case of a conflict between cards and the rules, card text overrides the general rules. If one card ability forbids an effect, while another ability allows it, the effect is forbidden.

SQUAD BUILDING

The number in the lower-right of a Ship or Upgrade card is its **squad point cost**. Agree on a number of squad points per faction, then secretly build squads with a total cost up to that value. Simultaneously reveal the cards and continue with the normal setup steps. With more than 100 points each, you may expand the size of the play area if desired.

Each player (or team) cannot field 2 or more cards with the same unique character name (•). When using multiple copies of the same non-unique ship use 3 **ID tokens** of the same number and color: one near the Ship card, the other two in the ship's base.

Upgrade Cards For each icon in the upgrade bar along the bottom of a Ship card, the ship can equip 1 **Upgrade card** with the matching icon. If an Upgrade card must be discarded, return it to the box; it cannot be used for the rest of the game.

Modifications and Titles Any ship may equip up to 1 **modification** and 1 **title** unless the card is restricted to a specific ship.

Secondary Weapons Ships may perform only one attack during the Combat phase. Secondary weapon cards show the header **Attack:** as a reminder that a ship attacks with either its primary weapon or one of its secondary weapons.

If the target ship is within the range shown and in the attacker's firing arc, then roll a number of attack dice equal to this card's **attack value** (instead of the ship's primary weapon value).

OBSTACLES

Add **obstacles** to a game if both players both agree. Increase the size of the play area if desired. During setup, each player (starting with the Imperial player) takes a turn placing 1 obstacle in the play area. Obstacles cannot be placed within Range 1–2 of any edge. After placing all obstacles, the Rebel player chooses which edge is his; the Imperial player's edge is on the opposite side.

When your ship executes a maneuver in which either the maneuver template or the ship's base overlaps an obstacle token, execute the maneuver as normal, and then:

Asteroids Skip the Perform Action step, then roll 1 attack die and suffer any damage or critical damage rolled. While overlapping an asteroid, the ship cannot attack.

Debris Clouds After the Check Pilot Stress step the ship receives 1 stress token. After performing an action roll 1 attack die: on a ☀, suffer 1 critical damage. The ship can still perform attacks.

During combat, if the ship measures range through an obstacle, the attack is **obstructed** and the defender rolls **1 additional defense die**.

If a ship moves through or overlaps more than 1 obstacle, it suffers the effects of each, starting with the one that was closest to the ship in its starting position and proceeding outward.

MISSIONS

Before setup, agree on a mission and to either use the ships and upgrades listed in the *Mission Setup* section of the mission or choose ships using the squad building rules (the missions in the rulebook play best with 100 point squads). The missions in the rulebook play best with a play area of 3' x 3'.

Players resolve game rounds as normal until one player has fulfilled his objective. A player can only win by fulfilling his faction's objective.

STAR WARS X-WING
MINIATURES GAME

THE GAME ROUND

1. PLANNING PHASE

Players choose a maneuver for each ship on its maneuver dial, placing it facedown near the ship.

Bearing

↑ **Straight:** Advances the ship straight ahead, without changing its facing.

↰↱ **Bank:** Advances the ship ahead and slightly to one side, changing facing 45°.

◁⊺▷ **Turn:** Advances the ship ahead and sharply to one side, changing facing 90°.

↻ **Koiogran Turn:** Advances straight ahead, changing the ship's facing by 180°.

Speed: Between 1 and 5. **Difficulty:** A standard maneuver is white, a simple maneuver is green and a difficult maneuver is red.

2. ACTIVATION PHASE

In ascending order of pilot skill, each ship executes its maneuver and may perform 1 action.

On a red maneuver, the ship takes 1 stress token; on a green maneuver, it loses 1 stress token.

The ship may perform 1 **action** shown in the action bar of its Ship card, or from Pilot abilities, Upgrade cards, Damage cards, or the mission. A *free action* does not count as the one action allowed during this step.

A ship with at least 1 stress token cannot execute red maneuvers or perform actions (even free ones).

3. COMBAT PHASE

In descending order of pilot skill, each ship can attack 1 enemy inside its firing arc and in range.

Each ship may attack only once per round.

1. Declare Target

The **attacker** (the active ship) declares its **target**, which must be inside the attacker's firing arc and within range. Once declared, the target ship is the **defender**.

A ship cannot target a ship if their bases are touching. Ships do not obstruct firing arcs.

2. Roll Attack Dice

Attacker rolls attack dice equal to the ship's primary weapon value.

You may use a **secondary weapon** Upgrade card that your ship has equipped *instead*.

If targeting a ship at Range 1 with your primary weapon, roll +1 attack die.

3. Modify Attack Dice

Resolve abilities and spend tokens that allow you to modify (add, change and reroll) attack dice.

Spending Target Lock Tokens If the attacker has a **target lock** on the defender, he may discard the assigned pair of tokens to **choose any number of attack dice and reroll them once**.

Spending a Focus Token If the attacker has a **focus** token, he may discard it to **change all** 👁 **results on the attack dice to** ✳ **results**.

4. Roll Defense Dice

Defender rolls defense dice equal to the ship's agility value.

If he is targeted at Range 3 by the attacker's primary weapon, he rolls 1 additional defense die.

If the range ruler overlapped an **obstacle token**, defender rolls **+1 defense die**.

5. Modify Defense Dice

Resolve abilities and spend tokens that allow you to modify (add, change and reroll) defense dice.

Spending a Focus Token If the defender has a **focus** token, he may discard it to **change all** 👁 **results on the defense dice to** ◇ **results**.

Spending an Evade Token If the defender has an **evade** token, he may discard it to **add 1 additional** ◇ **result to his defense roll**.

6. Compare Results

Each ◇ result cancels one ✳ or ✸ result. **All ✳ results must be canceled first.**

7. Deal Damage

The hit ship suffers 1 damage for each uncanceled ✳, and *then* suffers 1 critical damage for each uncanceled ✸.

For each damage or critical damage suffered, the ship loses 1 **shield token**. If it has none, it receives 1 **Damage card** instead.

4. END PHASE

Remove evade and focus tokens from all ships.

ACTIONS

✦ Evade

Place 1 **evade token** near the ship. During the Combat phase, spend it to add one ✦ result to the defense roll.

👁 Focus

Place 1 **focus token** on the ship. During the Combat phase, spend it to change all 👁 results to ✷ results (when attacking) or to ✦ results (when defending).

🔧 Barrel Roll

Place the short end (or, if a large ship, the long end) of the ↑1 maneuver template anywhere against the left or right side of your ship's base (but not beyond the front or back edge). Place the ship, facing the same direction, at the opposite end (with no part of the template beyond the front or back edge of the base). A ship cannot perform a barrel roll if its base will overlap another ship or obstacle token (you may measure first).

✠ Acquire a Target Lock

If the enemy ship is at **Range 1, 2, or 3,** the active ship may acquire a **target lock** on it. You may measure 360° from your ship, and may measure *before* committing to this action.

Place a red target lock token near the enemy ship, and the blue target lock token that matches its letter near the active ship.

A ship can maintain only 1 target lock, but multiple ships can target the same ship. Target lock tokens are usually only removed if the locking ship acquires a target lock on a different ship or spends the target lock during the Combat phase.

⇕ Boost

Choose the ↑1 ↗1 or ↖1 maneuver. This does not count as performing a maneuver.

🌀 Cloak

Place a **Cloak token** near the ship; its agility is increased by 2 and it cannot perform attacks.

A ship may spend a cloak token to **decloak** just before revealing its maneuver dial; then perform a barrel roll using the ↑2 template *or* execute a ↑2 maneuver. Decloaking is not an action or a maneuver and may be done under stress, but not if it results in overlapping a ship or obstacle token or the template overlaps an obstacle token.

Pass A ship may choose not to perform any action.

Other Actions A ship may resolve a card ability with the **Action:** header.

A ship cannot perform the same action more than once a round (not even when it is a free action).

OBSTACLES

When you overlap an obstacle token, execute the maneuver as normal, then:

Asteroids Skip the Perform Action step, then roll 1 attack die and suffer any damage or critical damage rolled. The ship cannot attack.

Debris Clouds After the Check Pilot Stress step take 1 stress token. After performing an action **roll 1 attack die**: on a ✷, suffer 1 critical damage. The ship can still attack.

BOMBS

Each **bomb** Upgrade card allows you to drop a specific type of bomb token. A ship may only drop one bomb per round. Slide the ↑1 maneuver template between your ship's rear guides, then the bomb token's guides into the template's opposite end. Place a bomb token dropped on a ship under the ship's base; it does not immediately detonate.

Proton: Deal 1 faceup Damage card to each ship at Range 1 of the token. Then discard this token.

Proximity: The ship that moved through or overlapped this token rolls 3 attack dice and suffers all ✷ and ✷ rolled. Then discard this token.

Seismic: Each ship at Range 1 of the token suffers 1 damage. Then discard this token.

ION TOKENS

A ship with an ion token assigned to it does not have a maneuver dial assigned to it. In the Activation phase, move the ship as if it were assigned a white ↑1 maneuver, then remove all ion tokens from the ship.

A large ship is unaffected by a single ion token. It suffers the effect only when it has 2 or more ion tokens assigned to it (all ion tokens are removed at the end of the Activation phase).

SPECIAL FIRING ARCS

Ships with an **auxiliary firing arc** can only fire their primary weapon in this extended firing arc. Ships with a **turret primary weapon** can fire the weapon in any direction.

HUGE SHIPS

Ships with the **epic icon** next to their title can only be fielded in Epic Play and specific Cinematic Play missions. They cannot be fielded in 100 point Standard Play squads.

Huge ships count as a single ship consisting of 2 bases, 1 ship token, and 1 or 2 Ship cards.

The ship token is divided into halves by the blue center line. The front base and the front half of the ship token are the **fore section**. The rear base and the rear half of the ship token are the **aft section**.

SETUP

A huge ship's base may extend outside of the setup area as long as it has filled the length of that area. It cannot be placed with any part of its bases outside the play area.

ACTIVATION

The Activation phase now consists of 2 subphases:

a. Small and Large Ship Activation

All small and large ships activate in order from lowest pilot skill to highest pilot skill.

b. Huge Ship Activation

All huge ships activate in order from lowest pilot skill to highest pilot skill.

Events that trigger at the end of the Activation phase now trigger. All other standard rules for activating ships apply.

MOVEMENT

To execute a straight maneuver:

1. Place the huge ship maneuver template on either side of the ship's front base with the bottom line of the template aligned 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:

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 and the corner of the rear edge of the ship's front base fits into the notch at the bottom of the template.
2. Place the ship so that the front corner of its front base fits into the right angle just below the chosen maneuver's image on the template.

COMBAT

Range

If a ship attacks at Range 4 with its primary weapon, the defender rolls 2 additional defense dice.

If a ship attacks at Range 5 with its primary weapon, the defender rolls 3 additional defense dice.

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 1 additional defense die.

Assault Missiles

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

TOKENS

Focus, Evade, and Stress Tokens

Focus, Evade and Stress tokens do not affect huge ships. When a huge ship receives them, immediately remove them and return them to the supply.

Ion Tokens

Instead of the standard effects of ion tokens, during the Gain Energy step **huge ships reduce the amount of energy they gain by 1 for each ion token** assigned to them.

Then remove all ion tokens from the ship at the end of the Activation phase.

Target Lock Tokens

A ship acquiring a target lock on a huge ship must lock on a single section whose closest point is within range. The target lock token is placed next to that section and its effect applies only to that section.

ENERGY

Energy Steps in the Activation Phase

To gain and spend energy, huge ships resolve 2 additional steps during the Activation phase between the Clean Up and Perform Action steps in this 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 dial.

   For each point of **energy** a huge ship gains, place 1 **energy token** on its Ship card.

2. **Use Energy:** The huge ship may use 1 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.

   Spent energy tokens are returned to the supply.

The maximum number of energy tokens a card can have at any time is its **energy limit** (this can be increased with certain upgrade cards).

If a card ever has a energy tokens exceeding its energy limit, immediately return the excess tokens to the supply. Energy tokens remain on cards until removed by an effect.

OVERLAPPING

Overlapping Huge Ships

When a huge ship ends its maneuver overlapping with one of its sections one or more huge ships, use the normal overlapping rules.

However the ship that moved *does not* skip its Perform Actions step. Instead, both ships are dealt 1 faceup Damage card from the deck that corresponds to its affected ship section.

Overlapping Small or Large Ships

When a huge ship ends its maneuver with one of its sections overlapping one or more small or large ships, those ships are immediately destroyed.

The huge ship completes its maneuver and *does not* skip its Perform Actions step.

Then the huge ship's player rolls 1 attack die for each small ship destroyed and 2 dice for each large ship destroyed. The ship's fore section suffers any damage ✷ and critical damage ✸ rolled.

Overlapping Obstacles

When a huge ship ends its maneuver with one of its sections overlapping one or more obstacle tokens, the huge ship is dealt 1 faceup Damage card from the deck that corresponds to his affected ship section (the opposing player chooses if both sections overlap). The ship *does not* skip its Perform Actions step.

The overlapped obstacle tokens are immediately removed from play.

Small or Large Ships Overlapping a Huge Ship

When a small or large ship ends its maneuver with its base overlapping a huge ship, the overlapping ship follows the normal overlapping rules.

Then the overlapping ship's player rolls 1 attack die and suffers any damage ✷ and critical damage ✸ rolled.

OTHER RULES

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

Free Actions Huge ships cannot perform free actions.

Huge Ships as Obstacles To use a huge ship as an obstacle during a standard game, flip its token to the starfield side and follow the standard rules for adding obstacles; however one player places the ship first instead of 3 asteroid tokens.

The huge ship obstacle is not controlled by any player, does not move, and cannot be attacked, damaged, or destroyed.

STAR WARS
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GR-75

ACTIONS

Recover

Remove all **energy tokens** from the ship's card. The ship recovers 1 shield for each token removed. You cannot exceed a ship card's shield value.

Reinforce

Place 1 **reinforce token** next to the ship's fore or aft section. The token adds 1 result to the ship's defense roll if assigned to the targeted section. This does not spend the token: remove all reinforce tokens during the End phase.

Jam

Choose 1 enemy ship at Range 1–2 and assign it **stress tokens** until it has a total of 2 stress tokens.

Coordinate

Choose another friendly ship at Range 1–2: it may immediately perform 1 free action.

COMBAT

Targeting the GR-75

Choose the fore or aft section and measure from the center of the attacker's base to the centre of the section base. If this is not obstructed by the GR-75's blue center line, the chosen section can be targeted.

Range is from the closest point of the attacker to the closest point of the chosen section within the attacker's fire arc. The attacker may choose another section if he cannot target the chosen section.

Attacks

The GR-75 cannot perform an attack during the Combat phase.

Agility

The GR-75 has an agility of 0, but can roll additional defense dice granted by cards, range modifiers, obstructed attacks etc.

Damage

When required, draw a Damage card from the targeted section deck. If an effect damages both sections (or the section is not specified), the opposing player chooses one.

All Damage cards placed next to the GR-75's Ship card count against its hull value.

ENERGY

Energy Steps in the Activation Phase

Resolve 2 additional steps during the Activation phase between the Clean Up and Perform Action steps:

1. **Gain Energy:** The ship gains energy tokens equal to the number of energy icons shown on its chosen maneuver.

2. **Use Energy:** The ship may use 1 or more of its Upgrade cards or Damage cards with the **Energy:** header (each only once per round).

For each point of **energy** the ship gains, place 1 **energy token** on its Ship card.

The maximum number of energy tokens a card can have at any time is its **energy limit**. Energy tokens remain on cards until removed by effects.

CR90

ACTIONS

Recover

Remove all **energy tokens** from the ship's card. The ship recovers 1 shield on either of its sections for each token removed. You cannot exceed a ship card's shield value.

Reinforce

Place 1 **reinforce token** next to the ship's fore or aft section. The token adds 1 result to the ship's defense roll if assigned to the targeted section. This does not spend the token: remove all reinforce tokens during the End phase.

Target Lock

Acquire target locks as normal. The blue target lock is placed next to the ship and can be spent by either section.

Coordinate

Choose another friendly ship at Range 1–2 to immediately perform 1 free action.

During the Perform Action step, the CR90 may perform 2 actions.

The first must be an action in the fore section's action bar or from one of that section's Upgrade or Damage cards. The second must be an action in the aft section's action bar or from one of that section's Upgrade or Damage cards. Measure range from the CR90 base's *closest point* to the affected ship(s).

COMBAT

Targeting the CR90

Measure from the center of the attacker's base to the centre of the fore or aft section base. If this is not obstructed by the CR90's blue center line, the chosen section can be targeted.

Range is from the closest point of the attacker to the closest point of the chosen section within the attacker's fire arc. The attacker may choose another section if he cannot target the chosen section.

Attacks

The CR90 may perform 1 attack with its primary weapon (the fore turret) and 1 attack with *each* of its secondary weapons during the Combat phase. It must finish one attack before beginning another. A secondary weapon may target ships within either fire arc in its corresponding section.

Range

If the ship's primary weapon attacks at **Range 4**, the defender rolls **2 additional defense dice**. At **Range 5**, the defender rolls **3 additional defense dice**.

Agility

The CR90 has an agility of 0, but can roll additional defense dice granted by cards, range modifiers, obstructed attacks etc.

Damage

When required, draw a Damage card from the targeted section deck. If an effect damages both sections (or the section is not specified), the opposing player chooses one.

All Damage cards placed next to the CR90's Ship card count against its hull value.

Crippled Sections

A section is **crippled** when the number of Damage cards on a section equals or exceeds its hull value. Flip that Ship card, then choose and discard any Upgrade cards and Energy tokens in excess of the icons and energy limit on that side. Crippled sections cannot be targeted and cannot suffer damage. If both sections are crippled, the CR90 is destroyed.

ENERGY

Resolve these 2 steps during the Activation phase between the Clean Up and Perform Action steps:

1. **Gain Energy:** The ship gains energy tokens equal to the number of energy icons shown on its chosen maneuver.

2. **Use Energy:** The ship may use 1 or more of its Upgrade cards or Damage cards with the **Energy:** header (each only once per round).

For each point of **energy** the ship gains, place 1 **energy token** on its Ship card.

The maximum number of energy tokens a card can have at any time is its **energy limit**. Energy tokens remain on cards until removed by effects.