STAR WARS
X-WING
MINIATURES GAME

Errata & FAQ version 1.1 – Updated 2/13/2013

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

Errata
EXPERT HANDLING

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

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

RULEBOOK (PAGE 20)

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

"When measuring range during combat, if the **edge of the range ruler between the closest points of the two ships** overlaps an obstacle token, the attack is considered **OBSTRUCTED**."

FAQ
GENERAL

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

A: Yes.

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

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

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

A: Yes.

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

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.

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

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

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

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

A: No.

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.

OVERLAPPING

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

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

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

A: Yes.

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

A: No.

Q: If a ship's base overlaps an obstacle during the previous round, is that ship automatically considered overlapping the same obstacle during the next round?

A: No. The ship does not move through or overlap that same obstacle unless the maneuver template it is using or its base **after** executing the maneuver overlap that obstacle again during the next round.

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

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

SHIP CARDS

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

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

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

A: Yes.

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

A: Yes.

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

A: No.

UPGRADE CARDS

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

MISSIONS

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

A: No.

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

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

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

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