

MOBILE SUIT GUNDAM FLIGHTPATH



GAME MANUAL

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FIFTY YEARS HAVE PASSED SINCE EARTH BEGAN MOVING ITS BURDEN-SOME POPULATION INTO GIGANTIC, ORBITING SPACE COLONIES: A NEW HOME FOR MANKIND, WHERE PEOPLE ARE BORN AND RAISED. AND DIE.

NINE MONTHS AGO, THE CLUSTER OF COLONIES FURTHEST FROM THE EARTH, CALLED 'SIDE 3', PROCLAIMED THEMSELVES THE 'PRINCIPALITY OF ZEON' AND LAUNCHED A WAR OF INDEPENDENCE AGAINST THE EARTH FEDERATION.

INITIAL FIGHTING LASTED OVER ONE MONTH AND SAW BOTH SIDES LOSE HALF THEIR RESPECTIVE POPULATIONS. PEOPLE ARE HORRIFIED BY THE INDESCRIBABLE ATROCITIES THAT HAVE BEEN COMMITTED IN THE NAME OF INDEPENDENCE.

THE ZEON FORCES, ALTHOUGH MASSIVELY OUTNUMBERED, DROVE THE FEDERATION BACK TO EARTH ITSELF, AIDED LARGELY BY A NEW WEAPON - THE GIANT, HUMANOID FIGHTING MACHINES KNOWN AS MOBILE SUITS. THE FEDERATION SCRAMBLED TO CREATE ITS OWN MOBILE SUIT PROGRAMME, BUILDING ENOUGH TO STEM THE ZEON TIDE.

PSYCHICALLY-GIFTED INDIVIDUALS KNOWN AS 'NEWTYPES' HAVE BEGUN TO EMERGE THROUGHOUT THE POPULATION, THEIR TALENTS QUICKLY EXPLOITED BY THE WARRING SIDES.

EIGHT MONTHS HAVE PASSED SINCE THE REBELLION BEGAN. NOW, THE STRUGGLE TO DECIDE THE FATE OF HUMANKIND HANGS IN THE BALANCE...

Overview

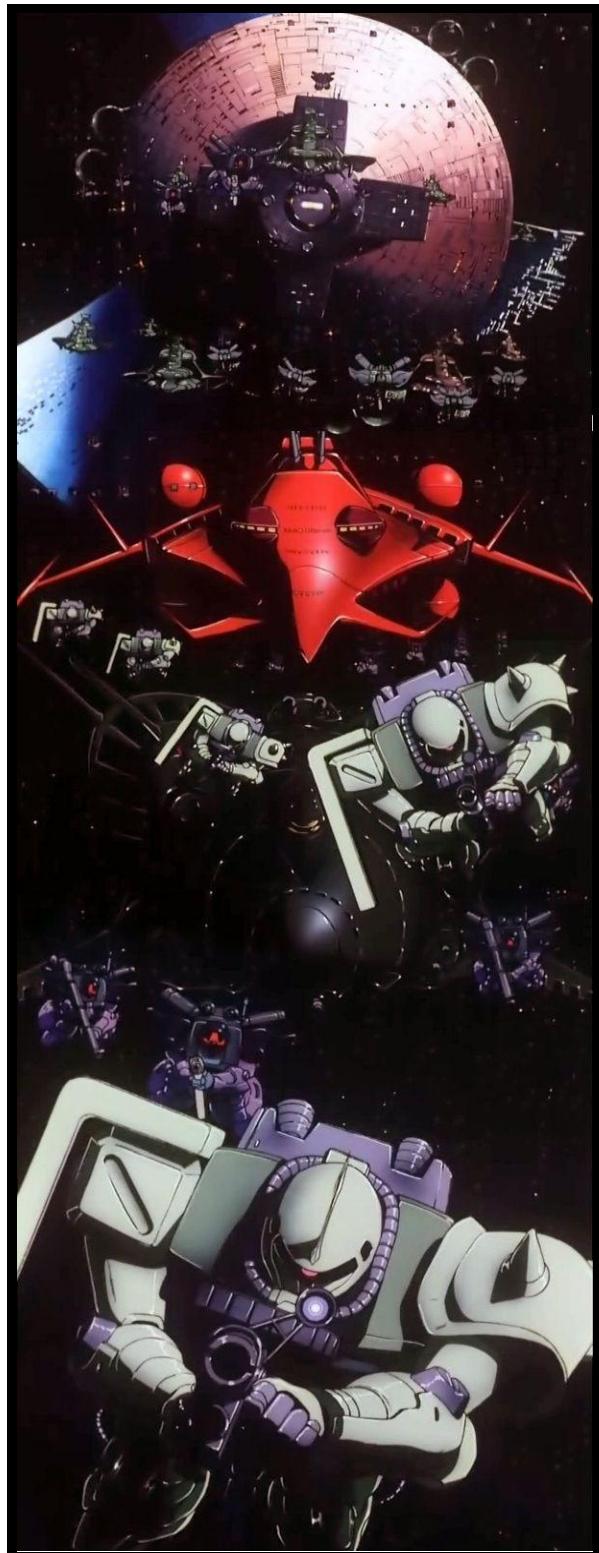
Greetings and welcome to the labor of love that is Mobile Suit Gundam Flightpath, a total conversion for the X-Wing Miniatures Game. Players deploy one or more mobile suit teams and control the decisions of their pilots, choosing how they navigate their mobile weapons and which targets they attack.

This project has been in active development since before X-Wing Second Edition was released, and while I started with the intention of playing it in person using 1/400 scale miniatures of the Gundam Collection line, I have begun porting the concept into a digital format that can be played online using Tabletop Simulator.

I loved the X-Wing Miniatures game, in particular the movement, or "Flightpath", system where you planned your move secretly and simultaneously before revealing them as they are performed. I felt that layer of strategy was missing from a lot of other tabletop wargames where you would take turns moving and could react in real time to your opponent's movements.

There have been a lot of changes with this project and progress has been severely slow due to the fact that I am the only one actively working to develop the game and I tend to be a perfectionist and can be unhappy when something is off by even the slightest pixel. Also, like many of you I have a multitude of other responsibilities, like work, a loving wife, friendships to maintain, other hobbies, etc. That being said, I have no intention of giving up on this project any time soon and I will continue updating it as time allows.

For those of you who are unfamiliar with the X-Wing Miniatures game, allow me to elaborate...





Game Components

Before learning how to play, it is important to understand the cards, dice, tokens and other components used in the game, since they are referenced in multiple sections.

For example, each character in the game is represented by a unit card, a unit token, and a plastic miniature, base, and peg(s).

Unit Card



Each unit card includes a variety of information including the character who is piloting the vehicle or mobile suit, the actions they can perform, and its offensive and defensive capabilities.

Designer Notes

These boxes will appear periodically throughout this manual. They will feature rule clarifications, examples, and other notes you might find useful.

Initiative



A unit's initiative value is the orange number to the left of the pilot's name on its unit card. Initiative represents the pilot's reflexes, skill, or even luck.

Initiative is used to determine the order in which units can use abilities during the System Phase, activate during the Activation Phase, engage during the Engagement Phase, and are placed during setup..

Pilot Name & Title/Affiliation



A pilot's name helps to identify the various units across the battlefield. While multiple generic pilots with the same name may be deployed, unique pilots (those with a ● next to their name) cannot be deployed more than once per player, even if they are piloting a different mobile suit or have a different Title/Affiliation.

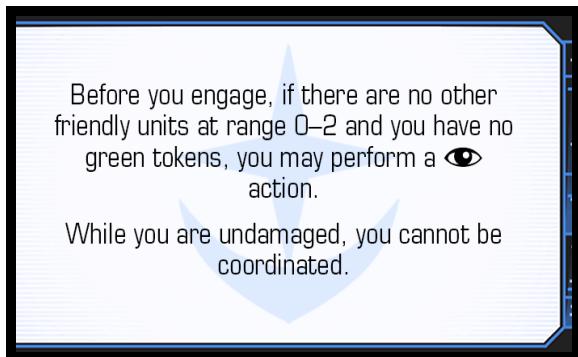
A Title or Affiliation can tell you what team or squad the unit fights with or what nickname they are known as, such as "*The Crimson Lightning*". A unique pilot may have different titles or affiliations to represent them at various times in their career.

Faction Emblem



Each unit has a faction emblem that represents which military organization the unit may be deployed by. Players may not deploy multiple units from different factions.

Pilot/Unit Ability & Flavor Text



Some unit cards have abilities in addition to or instead of flavor text. All unique pilots have a personalized ability instead of flavor text.

Some units have unit abilities on their unit cards listed below their pilot ability or flavor text. Units of the same unit type all have the same unit ability, with rare exceptions.

Statistics Bar



Agility (AGI) - A unit's agility value is the green number on its unit card. Agility represents how easy it is for a unit to avoid damage. This value indicates the number of defense dice the unit rolls while it defends.

Structure (STR) - A unit's structure value is the yellow number on its unit card. Structure represents the overall durability of the unit and how difficult it is to destroy. The value indicated is how many [damage cards](#) must be dealt to the unit to destroy it.

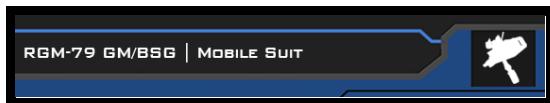
Armor (ARM) - A unit's armor value is the blue number on its unit card. Armor represents outer layers of defense that is intended to protect the vital internal structure from damage. The value indicated is the number of [armor tokens](#) the unit receives when it deploys.

Shield (SHD) - A unit's shield value is the teal number on its unit card. A Shield value represents the resilience of the unit's shield, if it has one. The value indicated is the number of [shield tokens](#) the unit receives when it deploys.

Charge Limit (CHA) - Some unit cards have charges which are used to track limited use abilities. A unit's charge value is the golden number on its unit card. The value indicates the number of [tokens](#) the unit receives when it deploys.

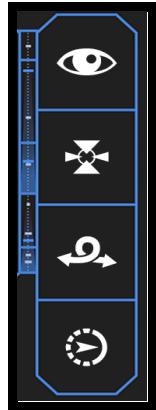
Newtype Capacity (NT) - Newtype tokens are a special type of charge token that can not only be spent to trigger certain abilities, but can also be used to perform special actions, modify dice or even fire unique weapons! A unit's newtype value is the purple number on its unit card. The value indicates the number of  tokens the unit receives when it deploys.

Unit Type



Each unit card has a unit model and type (e.g., RGM-79 GM/BSG | Mobile Suit) and a corresponding unit icon. Each unit card and plastic miniature are paired with a token that shares the same unit icon as well as a dial of the corresponding unit type, which is used to plan its movement.

Action Bar



Actions have a variety of effects, from allowing you to reposition your unit to modifying your attack or defense dice. The actions available to a unit are listed in the action bar in the center of its unit

card.. A unit may normally perform one action during the Perform Action step of its activation unless it is stressed.

Pilot Window/Unit Model



The pilot window features an image of the pilot of your unit, and to the right of that there is a render of your model as it appears in the game. These are meant to aid in identification.

Armaments

ARMAMENTS				TYPE
ARC				
BEAM SPRAY GUN				
	3	1-2	-	
BEAM SABER				
	3		-	
HEAD VULCAN				
	1	1	-	
LARGE SHIELD				
	-	-	1	

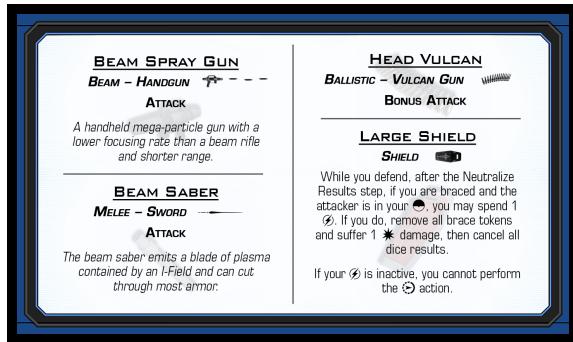
Each unit is equipped with one or more weapons, devices, shields, and more.

- **Arc:** An arc is an area formed between the lines created by extending hash marks or arc lines printed on a unit token to the

weapon's range. A unit is in an arc if any part of its base is inside that area.

- **Power:** The power of an armament refers to how many attack dice are rolled. This is a measure of the weapon's rate of fire, accuracy, and damage per hit.
- **Range:** During an attack, the attack range is determined by measuring range from the closest point of the attacker to the closest point of the defender that is in the attack arc.
- **Charge:** The Charge Limit for the weapon. These charge tokens should be kept separate from any the unit or other weapons may grant you and are either spent whenever the weapon is used, to represent limited ammunition, reload time, etc or else to trigger the weapon's special ability.
- **Type:** Each armament has an icon that aids in identifying at a glance whether it is a shield, beam weapon, explosive device, melee weapon, etc.

Unit Card (Reverse Side)



The reverse side of each unit card displays additional details regarding the unit's armaments, including damage type and any special ability the weapon has.

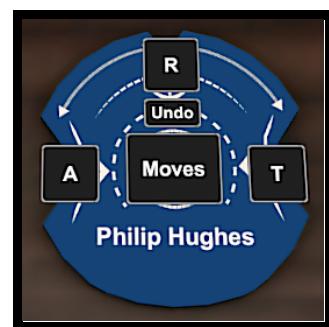
The abilities of some pilots and upgrades may refer to these keywords. In addition, many armaments will include an **Attack** keyword to indicate they can be utilized during the Engagement Phase when performing an attack. If there is a cost to pay, it will be indicated as well.

Unit Token



A unit token is fitted along the base of a flight stand and provides identification at a glance. While more complete information for each unit can be found on its card, the unit token contains the Pilot Name, Initiative value, and Unit Type icon.

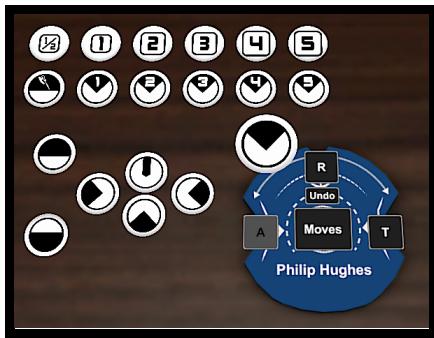
Maneuver Dial



Maneuver Dials are used during the Planning Phase to secretly select your maneuvers, during the Activation Phase to execute those maneuvers and to perform certain actions, and also during the Engagement Phase to check if your

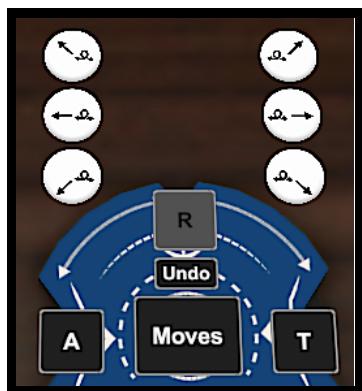
target is in range and within your firing arc. There are several different menus you can bring up by hovering over the appropriate icon.

Arc/Range Checker



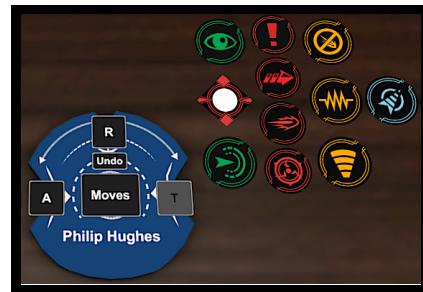
Hovering over **A** brings up the Arc/Range Checker menu which can be used to verify if your target is in range and/or in your firing arc.

Barrel Roll/Boost Menu



Hovering over **R** bring up a menu that allows you to perform Barrel Roll and Boost Actions, depending on what your unit is capable of.

Token Menu

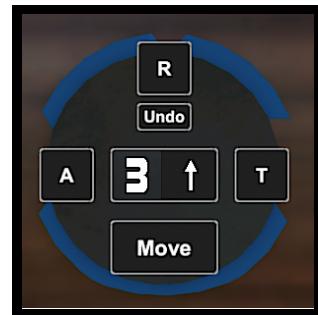


Hovering over the **T** menu allows you to automatically assign tokens to a unit, such as stress or focus.



Finally, the **Moves** menu allows you to select and set a maneuver, which you will later perform during the Activation Phase.

Revealing the Dial (Flip)



During the Activation Phase, when you activate a unit, you can flip your dial by hovering over it and pressing the **F** key. This allows you to reveal and ultimately execute your maneuver.

Click Mode

If you are having difficulty keeping these menus up long enough for you to make your selection, right click the dial and enable "Click Mode" to give yourself more time.



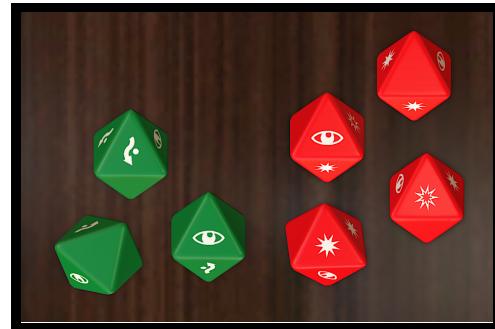
Tokens



Some abilities cause units to gain, spend, or remove tokens. Tokens are used to track effects and come in a variety of colors.

- **Green** tokens are circular, have positive effects, and are removed during the End Phase.
- **Orange** tokens are circular, have negative effects, and are removed during the End Phase.
- **Red** tokens are square, have negative effects, and are removed as specified by the token's effect.
- **Blue** tokens are square, have positive effects, and are removed as specified by the token's effect.

Dice



Mobile Suit Gundam: Flightpath uses 8-sided dice. There are two types: red attack dice, and green defense dice.

The results on the attack dice are as follows:

- **Hit (★)**: If this result is not canceled, the defender suffers one damage.
- **Critical (★★)**: If this result is not canceled, the defender suffers one critical damage.
- **Focus (👁)**: These results have no inherent effect, but the attacker may spend a Focus token to change all

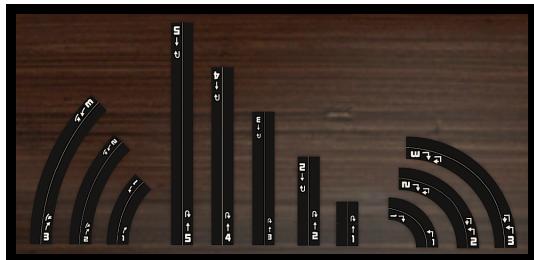
focus results to hit results, or a force charge to change one focus result to a hit result in a given dice pool.

- **Blank:** This result does not display any icons. It has no effect.

The results on the defense dice are as follows:

- **Evade (•):** This result cancels one hit or critical result.
- **Focus (eye):** These results have no inherent effect, but the defender may spend a focus token to change all focus results to evade results or a force charge to change one focus result to an evade result in a given dice pool..
- **Blank:** This result does not display any icons. It has no effect.

Maneuver Templates



When a unit executes a maneuver, the player uses a template to change the unit's position. There are three different types of maneuver templates:

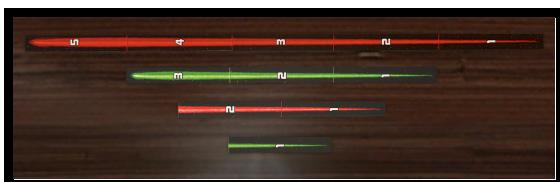
- **Straight:** Advances a unit in a straight direction, either forwards, backwards, or to one side.

- **Bank:** Advances a unit at a shallow curve to one side, changing its facing by 45°.
- **Turn:** Advances a unit at a tight curve to one side, changing its facing by 90°.

Each type of maneuver template is also further defined by a Speed value, representing different rates of movement. The Straight maneuver template has speed values of 1-5, while the Bank and Turn maneuver template has speeds of 1-3.



Range Rulers



To determine the distance between two objects, **Mobile Suit Gundam: Flightpath** uses a range ruler. The range ruler is divided into five numbered range bands.

To measure range between two objects, place the range ruler over the point of the first object that is closest to the second object, then aim the other end of the ruler toward the point of the second object that

is closest to the first object. Alternatively, the Mobile Suit Gundam Flightpath Tabletop Simulator mod features an automatic Range checker built into the unit's Maneuver Dial.

While measuring range from units, measure from the plastic base, not from the miniature. An object is at the range that corresponds to the range band that falls over the closest point of the second object.

Two objects (units, obstacles, devices) that are touching are at range 0 of each other. Likewise, an object is at range 0 of itself. An object is beyond a range if no part of it falls between the object being measured from and the specified range.

Melee Attacks and some area effects (like explosive weapons) utilize a special range band that is $\frac{1}{2}$ the length of Range 1. This is referred to as Melee Range or Range $\frac{1}{2}$.

Damage Deck



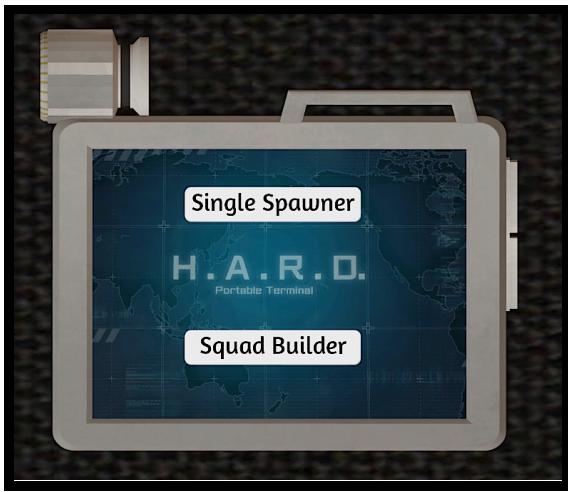
Damage can be dealt by a number of effects, including attacks, card abilities, and obstacles. Usually when a unit suffers damage and has no armor tokens, it is dealt a damage card. Damage cards can also be assigned directly. A unit is considered "damaged" if it has one or more Damage Cards.

Faceup damage cards, which are normally received as a result of receiving a critical hit, have special effects that can hamper a unit or threaten it with even more damage.



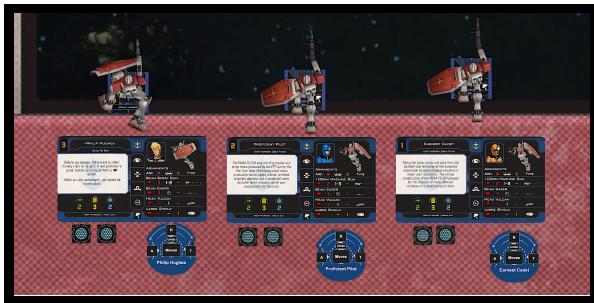
Setup

Before playing a game, each player must decide which units they wish to deploy. There are three methods you can use when selecting these units. **Scenario Mode**, where units are predetermined for each player based on a scripted Scenario card, **Quickplay Mode**, where players deploy a preconstructed force based on a specific Deployment card, or **Builder Mode** where players build an entire combat team from scratch.



Units can be spawned from the H.A.R.O. portable terminal. Once each player has assembled their combat team, the game is set up by resolving the following steps:

1. Gather Forces



Each player places their units and upgrade cards on the table in front of them. For each unit that has an armor value, charge limit, or newtype capacity, place the corresponding armor or charge tokens above the unit and/or upgrade cards. All players assign Maneuver dials to each of their units. This can be accomplished by picking up the dial and dropping it next to the appropriate unit.

2. Determine Player Order

While playing **Scenario Mode**, the Scenario card will specify which player goes first.

When playing **Quickplay Mode**, randomly determine the first player.

When playing **Builder Mode**, the player with the lowest team point total chooses who is the first player.

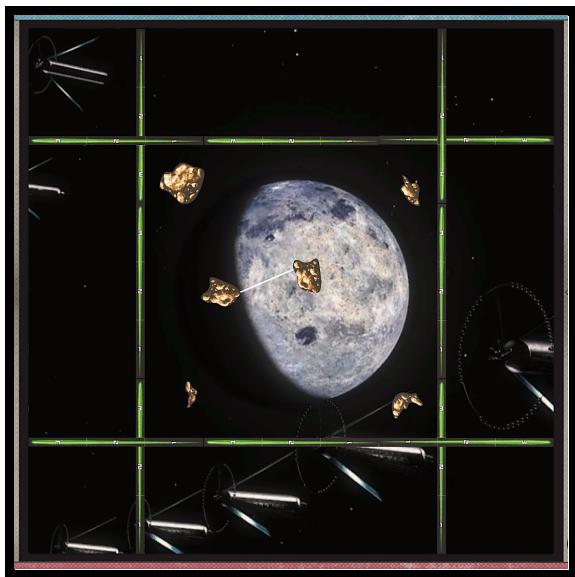
3. Establish Play Area



Establish a 3' x 3' (0.91cm) play area (or alternative size) on a flat surface such as a table or playmat. If desired, players can

agree on a different size for their play space. Then players pick opposite edges of the play area to be their player edges.

4. Place Obstacles

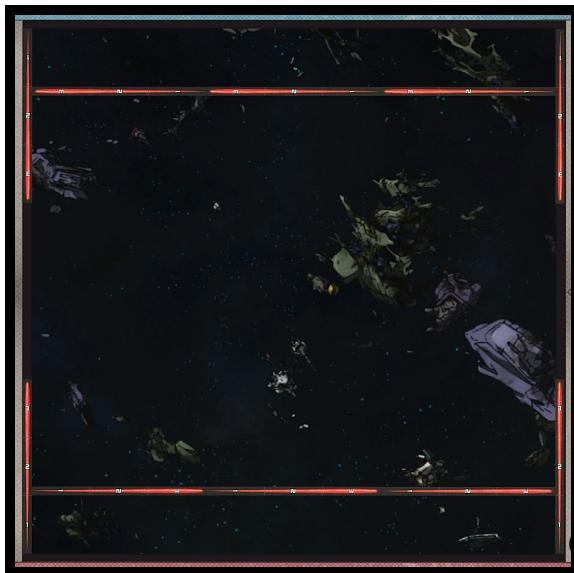


In player order, players take turns choosing an obstacle and placing it into the play area until all six obstacles have been placed. Obstacles must normally be placed beyond range 1 of each other and beyond range 2 of each edge of the play area, unless a Scenario card specifies otherwise.

In Tabletop Simulator, there is a button beside the play area that will spawn rulers showing you where terrain can be placed.



5. Place Forces



Players place their units into the play area in initiative order from lowest initiative to highest initiative, using player order as a tiebreaker. Players must place units within Range 1 of their player edge.

In Tabletop Simulator, there is a button beside the play area that will spawn rulers showing you where terrain can be placed. Additionally, the maneuver dial allows you to fine tune your positioning before locking the miniature in place.



Once set, a unit can only be moved via the maneuver dial unlock you right click the model and "Unlock" it.

6. Prepare Other Components:

Each player shuffles their damage decks and place them facedown outside the play area. Then the supply of range rulers, templates, dice, and tokens is created near the play area. In Tabletop Simulator, this is already done for you.



Playing the Game

Mobile Suit Gundam: Flightpath is played over a number of game rounds. Each round consists of four phases resolved in the following order:

1. **Planning Phase:** Players choose maneuvers for their units using maneuver dials.
2. **System Phase:** Some units can resolve specific abilities.
3. **Activation Phase:** Each unit moves and performs actions.
4. **Engagement Phase:** Each unit may perform an attack.
5. **End Phase:** Circular tokens are removed from units and some charges recover.

After resolving the End Phase, players start a new round, beginning with the Planning Phase. Players continue to resolve rounds until one player has no units remaining.

Planning Phase

The Planning Phase is the first phase of the round. During this phase, each player uses a maneuver dial to **secretly** set a maneuver for each of their units. Each type of unit has a different dial that thematically reflects its unique capabilities.

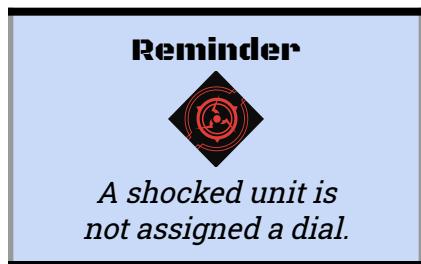
A maneuver indicates how a unit will move. It has three components: speed (the number), bearing (the arrow), and difficulty (the color). The speed and bearing determine the distance and angle

of the maneuver; difficulty is explained later. Each maneuver corresponds to a template that displays the same speed and bearing.



To set a maneuver for a unit, the player first clicks on the "**Moves**" button on the middle of the dial. A screen will appear allowing the player to make their selection. Once the player has chosen their desired maneuver, they click the set button to lock it in.

The phase ends when each unit has a dial assigned to it and both players agree to proceed to the System Phase.



Basic Maneuvers

The following bearings are for **basic maneuvers**. These maneuvers follow the standard rules for executing a maneuver.

↑ **Straight:** The straight bearing advances a unit straight forward.

↗ **Bank:** The left bank and right bank bearings advance a unit at a shallow

curve to one side, changing its facing by 45°.

↗ **Turn:** The left turn and right turn bearings advance a unit at a tight curve to one side, changing its facing by 90°.

Advanced Maneuvers

The following bearings are for **advanced maneuvers**. These have exceptions to the standard rules for executing a maneuver.

↗ **K-Turn:** The K-Turn bearing advances a unit straight forward, changing its facing by 180°. This uses the same template as the straight maneuver.

If the unit fully executes the maneuver, the player slides the unit's front guides into the end of the template instead of the rear guides.

↗ **S-Loop:** The left S-Loop and right S-Loop bearings advance a unit at a shallow curve to one side, then reverses its facing. This uses the same template as the left bank and right bank maneuvers.

If the unit fully executes the maneuver, the player slides the unit's front guides into the end of the template instead of the rear guides.

↗ **T-Roll:** The left T-Roll and right T-Roll bearings advance a unit at a tight curve to one side, sharply changing its facing by 180°. This uses the same template as the left turn and right turn maneuvers.

If the unit fully executes the maneuver, before the player places the unit at the opposite end of the template, the unit is

rotated 90° to the left for a left T-Roll, or 90° to the right for a right T-Roll. Then the player places the unit with the hashmark on the side of the base aligned to the left, middle, or right of the end of the template, (similar to a barrel roll).

 **Pylon Twist:** The left Pylon Twist and right Pylon Twist bearings advance a unit at a shallow curve to one side, then reverses its facing. This uses the same template as the left bank and right bank maneuvers.

If the unit fully executes the maneuver, before the player places the unit at the opposite end of the template, the unit is rotated 90° to the left for a left Pylon Twist, or 90° to the right for a right Pylon Twist. Then the player places the unit with the hashmark on the side of the base aligned to the left, middle, or right of the end of the template, (similar to a barrel roll).

 **Spiral Cross:** The left Spiral Cross and right Spiral Cross bearings advance a unit at a tight curve to one side, sharply changing its facing by 180°. This uses the same template as the left turn and right turn maneuvers.

If the unit fully executes the maneuver, the player slides the unit's front guides into the end of the template instead of the rear guides.

If a unit overlaps another unit while executing a K-Turn, S-Loop, T-Roll, Spiral Cross, or Pylon Twist the unit partially executes the maneuver by using the rear guides as though it was executing the

basic maneuver that uses the same template.

 **Stationary:** The stationary bearing does not move the unit from its current position. This bearing does not have a corresponding template.

A unit that executes this maneuver counts as executing a maneuver, does not overlap any units, does not trigger the effects of overlapping any obstacles at range 0, and continues to be at range 0 of any objects it was touching before executing this maneuver.

Stationary maneuvers are not forward maneuvers.

A unit that executes a stationary maneuver always fully executes the maneuver.

A unit that executes a stationary maneuver rolls 1 fewer defense die this round. With the exception of Aircraft and Spacecraft, units that perform this maneuver may rotate 90 degrees or 180 degrees before taking their action.

At the start of any type of reverse maneuver, instead of sliding the template between the front guides of the unit's base, slide it between the rear guides. Additionally, when the unit is moved, the player slides the unit's front guides into the end of the template instead of the rear guides.

Reverse Maneuvers

 **Reverse Straight:** The reverse straight bearing moves the unit straight

backward. This bearing uses the same template as the straight maneuver.

Reverse straight maneuvers are reverse maneuvers, not forward maneuvers.

➡ **Reverse Bank:** The left reverse bank and right reverse bank bearing moves the unit at a shallow curve to one side, changing its facing by 45°. This bearing uses the same template as the left bank and right bank maneuvers.

Reverse bank maneuvers are reverse maneuvers, not forward maneuvers.

Strafe Maneuvers

At the start of any type of Strafe maneuver, instead of sliding the template between the front guides of the unit's base, the template must be placed with the middle line of the template aligned with the hashmark on the side of the base. Additionally, when the unit is moved, the player places the unit with the hashmark on the side of the base aligned to the front, middle, or back of the other narrow end of the template instead of the rear guides.

➡ **Strafe:** The left strafe and right strafe bearings moves the unit to the left or right in a straight line. This bearing uses the same template as the straight maneuver.

Strafe maneuvers are strafe maneuvers, not forward maneuvers.

➡ **Slip Bank:** The left slip bank and right slip bank bearing moves the unit at a shallow curve to one side, changing its facing by 45°. This bearing uses the same

template as the left bank and right bank maneuvers.

Slip Bank maneuvers are strafe maneuvers, not forward maneuvers.

➡ **Slip Turn:** The left slip turn and right slip turn bearings advance a unit at a tight curve to one side, changing its facing by 90°. This bearing uses the same template as the left turn and right turn maneuvers.

Slip Turn maneuvers are strafe maneuvers, not forward maneuvers.

Adjusting Maneuver Difficulty

There are three levels of difficulty for maneuvers: red, white, and blue. If an effect increases the difficulty of a maneuver, blue goes to white, and white goes to red. Meanwhile decreasing the difficulty of a maneuver, red goes to white, and white goes to blue.

System Phase

Some units have special abilities that indicate they are used during the System Phase. All of these abilities are resolved in initiative order, starting with the lowest initiative.

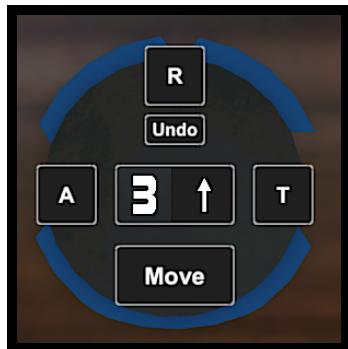


Activation Phase

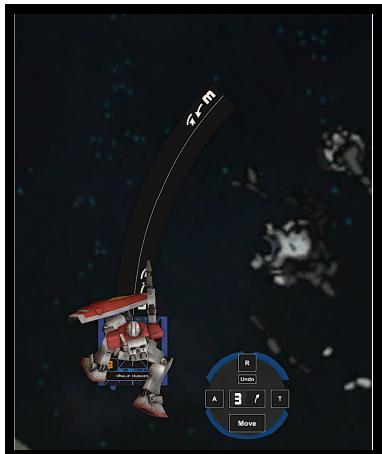
During this phase, each unit activates one at a time. Units activate in initiative order, starting with the lowest initiative. When a unit activates, resolve the following steps:

1. **Reveal Dial:** The unit's assigned dial is flipped faceup and placed next to its unit card.
2. **Execute Maneuver:** The unit executes the maneuver selected on the revealed dial.
3. **Perform Action:** The unit may perform one action.

After all units have activated, play proceeds to the Engagement Phase.



Executing A Maneuver



When a unit executes a maneuver, the player uses a template to change the unit's position. Then, the unit may be affected by the maneuver's difficulty. To move the unit, the player follows these steps:

1. Take the template that matches the maneuver from the supply.
2. Set the template between the unit's front guides so that it is flush against the base.
3. Pick up and place the unit at the opposite end of the template, sliding the rear guides of the unit into the template.
4. Return the template to the supply.



Tabletop Simulator allows you to automate these steps with precision by simply clicking the "Move" button.

After moving the unit, the player checks the difficulty (color) of the maneuver. If the maneuver is red, the unit gains one stress token. If the maneuver is blue, the unit removes one stress token.

Partial Maneuvers



Units often fully execute maneuvers, which means nothing prevents the unit from being placed at the end of the template. Even when a unit moves through another unit, which means the template is placed on top of that unit, the moving unit still fully executes the Maneuver.

However, a unit is sometimes unable to be placed at the end of the template because it would overlap another unit.

This causes the moving unit to partially execute its maneuver, which means it moves a shorter distance. To partially execute a maneuver, follow these steps:

1. Move the unit backward along the template until its base is no longer overlapping another unit's base. While doing so, adjust the position of the unit so that the hashmarks in the middle of both sets of guides remain

centered over the line down the middle of the template.

2. Once the unit is no longer on top of any other unit, place it so that it is touching the last unit it backed over. This may result in the unit not leaving its initial position.



3. During the Perform Action step, the unit can perform only the **Focus** (👁) action.

As mentioned in the "Performing an Attack" section, when a unit is touching an enemy unit (also referred to as being at range 0) in its full front arc (◐), it may only attack that unit. If it does not have a weapon that can perform attacks at range 0, then it may not attack at all.

Fleeing the Area

After a unit executes a maneuver, if any part of the unit's base is outside the play area, the unit flees. Much like being destroyed, a unit that flees is removed from the game.

Performing Actions

Actions represent things a pilot can do, such as repositioning slightly or flying defensively. A unit may perform one action during the Perform Action step of its activation (during the Activation Phase). The actions available to a unit are listed in the action bar on the right side of its unit card. A unit that is stressed for any reason cannot perform actions or execute red maneuvers.

A unit can choose not to perform an action during the Perform Action step or when granted an action.

Number of Actions

There is no maximum limit to the number of actions a unit can perform over the course of a round, but a unit cannot perform the same action more than once during a single round, or perform an action it has failed this round.

If a unit has multiple damage cards with the same name, each damage card's ability is a different action.

Some cards have multiple "Action:" headers, each of which indicates a different action.

Game effects such as "gain 1 focus token," "boost," or "acquire a lock" are not actions, and a unit can resolve these game effects any number of times each round. Game effects such as "perform a  action," "perform a  action," or "perform a  action" are actions, and therefore each unit can perform each of these actions only once per round.

Additional Actions

In addition to the action during the Perform Action step, card abilities may instruct the unit to perform additional actions. There is no limit to the number of actions a unit can potentially perform; however, a unit cannot perform the same action more than once per round.

Action Difficulty

Actions have three difficulties: white, **red**, or **purple**. White is the least difficult, then red, then purple.

As a cost to attempt to perform a **red** action, a unit must gain 1 Stress token.

As a cost to attempt to perform a **purple** action, a unit must spend 1 .

If a unit is instructed to perform an action, the action is white unless stated otherwise.

If two or more effects would alter the color of an action from its default color (e.g. "treat the action as **red**"), the action is treated as the most restrictive of those colors.

Red Actions

Some action icons are red. After a unit performs one of these actions, it gains a stress token.

Purple Actions

Some action icons are purple. As a cost to perform a purple action, the unit performing the action must spend 1 .

Linked Actions

When an action shows an arrow leading to another action, that second action can be performed for free after the first action. If the linked action is red, you gain a stress. Performing the linked action is optional.

Example:  ► 

Failing Actions

Some actions can fail, which means the actions did not resolve as intended and instead is resolved in a default way.

A unit can fail when it barrel rolls, boosts, coordinates, destealths, deploys, jams, locks, or overthrusts.

An action that fails does not trigger any effects that would occur after a unit resolves that action. Additionally, the player does not choose a different action to perform and cannot choose to resolve the effect in a different way.

If an action fails, since the action was not completed, that unit cannot perform a linked action.

If a **red** action fails, the unit still gains a stress token.

Types of Actions

The actions included on unit or upgrade cards are described below.

Accumulate

Some units can charge up one or more of their weapon systems to unleash a more powerful attack. When a unit performs

an accumulate action, it gains an energy token, which is placed next to that unit.

If an ability instructs a unit to gain an energy token, this is different than performing a  action. A unit that gains a token without performing the action can still perform the  action this round.

Barrel Roll

Barrel rolling allows a pilot to move their unit laterally and adjust their position. When a unit performs a barrel roll action, it follows these steps:

1. Take the [1 Straight] template and declare whether the unit is barrel rolling to the left or right.
2. Place the short edge of the template flush against the left or right side of the unit's base. The template must be placed with the middle line of the template aligned with the hashmark on the side of the base.
3. Lift the unit off the play surface, then place the unit so that the hashmark on the other side of the base is aligned to the front, middle, or back of the other short end of the template.

While attempting to place a unit to complete a barrel roll, the action can fail if it would overlap another unit, if it would move through or overlap an obstacle, or if it would cause the unit to be outside the play area. If a barrel roll fails, the unit is returned to its prior position before it attempted the barrel roll.

The player cannot choose to fail a barrel roll if one of the three positions would not cause the action to fail.

Performing a barrel roll does not count as executing a maneuver but does count as a move.

If an ability instructs a unit to barrel roll, this is different than performing a  action. A unit that barrel rolls without performing the action can still perform the  action this round.

Boost

Boost represents a pilot activating additional thrusters to move farther forward. When a unit performs a boost action, it follows these steps:

1. Choose the [1 Straight], [1 Left Bank], or [1 Right Bank] template and declare whether the unit is boosting straight, left, or right..
2. Set the template between the unit's front guides.
3. Place the unit at the opposite end of the template and slide the rear guides of the unit into the template.
4. Return the template to the supply.

While attempting to place a unit to complete a boost, the action can fail if the unit's final positions would cause the unit to overlap another unit, the unit would overlap or move through an obstacle, or if the unit's final position would cause it to be outside the play area. If a boost fails, the unit is returned to its

prior position before it attempted the boost.

The player cannot choose to fail a boost if the final position would not cause the action to fail.

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

If an ability instructs a unit to boost, this is different than performing a  action. A unit that boosts without performing the action can still perform the  action this round.

Coordinate

Pilots can coordinate to assist their allies. When a unit performs the Coordinate action, it coordinates. A coordinating unit is a unit that is attempting to coordinate by performing the following steps:

1. Measure range from the coordinating unit to any friendly units.
2. Choose another friendly unit at range 1–2.
3. The chosen unit performs one action.

While a unit coordinates, the coordinate fails if no friendly unit can be chosen.

If the chosen unit attempts to perform an action but that action fails, the coordinate does not fail.

If an ability instructs a unit to coordinate, this is different than performing a  action. A unit that coordinates without

performing the action can still perform the  action this round..

Evade

Pilots can evade to fly defensively. When a unit performs an  action, it gains one evade token, which is placed next to that unit.

If an ability instructs a unit to gain an evade token, this is different than performing an  action. A unit that gains the token without performing the action can still perform the  action this round.

Focus

Pilots can focus to concentrate and expand their combat prowess. When a unit performs a  action, it gains a focus token, which is placed next to that unit.

If an ability instructs a unit to gain a focus token, this is different than performing a  action. A unit that gains a token without performing the action can still perform the  action this round.

Guard

Pilots can reduce incoming damage by blocking with a hand-carried or forearm-mounted shield. When a **shielded** unit performs the  action, it gains a guard token, which is placed next to that unit.

If an ability instructs a unit to gain one guard token, this is different than performing a  action. A unit that gains the token without performing the action can still perform the  action this round.

Jam

Pilots can jam to conduct electronic warfare and confuse other units' systems. When a unit performs the  action, it jams. A jamming unit is a unit that is attempting to jam by performing the following steps:

1. Measure range from the jamming unit to any enemy units.
2. Choose an enemy unit at range 1. If no unit is chosen, the action fails.
3. The chosen unit gains one jam token.

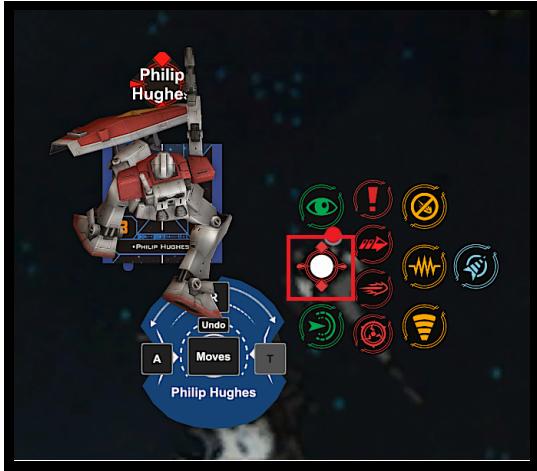
If an ability instructs a unit to jam, this is different than performing a  action. A unit that jams without performing the action can still perform the  action this round.

Lock

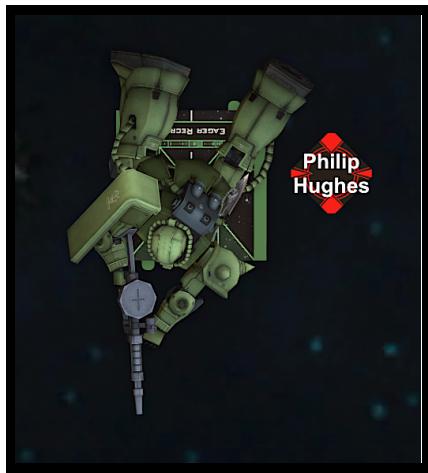
Units can lock to use their computer to acquire targeting data on environmental hazards or other units. When a unit performs a lock action, it acquires a lock.

A locking unit is a unit that is attempting to acquire a lock by performing the following steps:

1. Measure range from the locking unit to any number of objects.
2. Choose another object at range 0–3.
3. Assign a lock token to it with the name matching that of the locking unit.



The maneuver dial can be used to automatically generate a lock token with the name of the locking unit.



While acquiring a lock...

- The object it locks must be at range 1–3 unless otherwise specified.
- The action fails if no object is chosen.
- A unit cannot acquire a lock on itself.
- If a locking unit already has a lock, before the chosen object would be assigned a lock token, the unit's former lock token is removed.

While a unit can maintain only one lock, objects can be locked by more than one unit.

If an ability instructs a unit to acquire a lock, this is different than performing a action. A unit that acquires a lock without performing the action can still perform the action this round.

Overthrust

Pilots can overthrust by pushing their engines past their recommended limitations and careening through space at incredible speeds. A unit performs an overthrust action by performing the following steps:

1. The player chooses a maneuver from the unit's dial. The maneuver must match the speed of the maneuver that the unit executed this round.
2. The unit executes the chosen maneuver.
3. The unit gains one [disarm](#) token.

A unit can perform an overthrust action only as the unit's one action during the Perform Action step. Therefore a unit cannot perform an overthrust action if it is granted an action from another effect.

An overthrust action fails if the final position of the unit would cause it to flee.

When a unit performs an overthrust action, it has performed an action as well as executed a maneuver for the sake of abilities.

Reload

Pilots can reload to rearm ordnance tubes by moving around ammo on their unit. When a unit performs the reload action, it reloads by performing the following steps:

1. Choose one of the unit's weapons that has fewer active than its charge limit.
2. That weapon recovers one charge.
3. That weapon gains one disarm token.

If an ability instructs a player to reload, this is different than performing a  action. A unit that reloads without performing the  action can still perform the action this round.

Rotate

Pilots can utilize AMBAC to achieve thruster-less maneuvering in the zero-G environment of space. When a unit performs the rotate action, it rotates 90 or 180 degrees.

If an ability instructs a unit to rotate its facing, this is different than performing a  action. A unit that rotates its facing without performing the action can still perform a  action this round.

Rotate Turret

Some units, such as the Musai-class Light Cruiser or the RB-79 Ball, possess turret-mounted armaments that can be rotated to fire in a different direction than that of the direction the unit is facing. When a unit performs the  action, it rotates the turret arc indicator to select any other standard arc.

If a unit rotates a double turret arc indicator, it must select the other two standard arcs it was not already selecting.

If an ability instructs a unit to rotate its turret indicator, this is different than performing a  action. A unit that rotates its turret indicator without performing the action can still perform a  action this round.

Stealth

Units can stealth to become difficult to hit, and they can unstealth to move unpredictably. When a unit performs the  action, it gains one stealth token.

A stealthed unit cannot perform the stealth action or gain a second stealth token.

Other Actions

Some card abilities include the "Action:" header. A unit may resolve one of these abilities as its action.

Some game effects allow a unit to perform a free action at various times during the game. A free action does not count as the standard action that a unit may perform after moving, and a free action may be performed in addition to the standard action.

Stressful Actions

Some actions are stressful for a particular unit to perform. These are colored in red and like performing a stressful maneuver when performed you must place 1 Stress Token beside the unit.

Linked Actions

Some actions are linked, allowing you to perform a specific second action each round. You are not required to perform a linked action, however if you choose to do so it must be performed immediately following the first.



Engagement Phase

During this phase, each unit engages one at a time. Units engage in initiative order, starting with the highest initiative. When a unit engages, it may perform one attack, therefore, units with high initiative get to attack first. After all units have had the opportunity to engage during the Engagement Phase, the players proceed to the End Phase. To understand how to perform an attack, players must first understand arcs and targeting restrictions.

Arcs

Each unit has four arcs printed on its unit token: front, back, left, and right. Units attack from their printed firing arc, which is the arc on the unit token that is shaded. The color of the shading corresponds to the faction of the unit.

Targeting Restrictions

To target a unit, two conditions must be met unless otherwise specified:

- The target unit's base must be in the attacker's firing arc.
- The target must be within your weapon's range.

The attacker measures to the closest point of the target that is in the attacker's firing arc; this measurement is called the attack range.



Performing an Attack

To perform an attack, a unit follows these steps:

1. **Declare Target:** Measure range to any number of enemy units and determine which enemy units are in the attacker's firing arc. Choose one of those units to become the defender.
2. **Attack Dice:** The attacking player rolls attack dice (red) equal to the attack value on the attacking unit's unit card. Then, the defending player may use their abilities that modify

the attack dice, followed by the attacking player.

3. **Defense Dice:** The defending player rolls defense dice (green) equal to the agility value on the defending unit's unit card. Then, the attacking player may use their abilities that modify the defense dice, followed by the defending player.
4. **Neutralize Results:** Each evade result cancels one hit or critical result, removing both dice from the dice pool. All hit results must be canceled before critical results are canceled.
The attack hits if at least one hit or critical result remains; otherwise, the attack misses..
5. **Deal Damage:** The defender suffers damage equal to the remaining hit and critical results.
6. **Aftermath:** Abilities that trigger after an attack are resolved.

Suffering Damage

Damage causes units to lose armor or be dealt damage cards. There are two types of damage: hit (regular) damage and critical damage.

For each damage a unit suffers, it loses an armor by flipping the armor to its inactive side. If it does not have any armor remaining, it is dealt a damage card instead. For regular damage, the card is dealt **facedown**; for critical damage, the card is dealt **faceup** and its text is resolved. All hit damage is suffered **before** critical damage.

You must announce your intent before attack dice are rolled. Then, after the enemy unit performs its attack roll, instead of performing a defense roll you perform a melee attack of your own. If you roll more \star/\star results than the enemy unit, then your counter is successful and your results are treated as if you just performed an attack against the enemy unit, and the enemy does not get to roll defense dice.

If you roll fewer \star/\star results than the enemy unit, your counter fails and you suffer the results of the enemy's attack roll without getting to make a defense roll. In the event of a tie, who ever rolls the most \star results wins. If there is still a tie, the attacker wins.



Repairing Damage Cards

If an effect instructs a player to repair a damage card, they can repair either a faceup or facedown damage card. To repair a faceup damage card, that card is flipped facedown. To repair a facedown damage card, that card is discarded to the damage card discard pile.



Critical Damage Markers

Some of the faceup damage cards have lingering game effects. If a unit is dealt a faceup damage card with a persistent effect, place a critical damage marker next to it to remind players of that persistent effect.

Destroying Units

A unit is destroyed when it has a number of damage cards that equals or exceeds its structure value. A destroyed unit is placed on its unit card.

The timing of when a destroyed unit is removed from the play area depends on when the unit was destroyed:

- If a unit is destroyed outside of the Engagement Phase, it is removed immediately.
- If a unit is destroyed during the Engagement phase, it is removed after all units that have the same initiative as the currently engaged unit have engaged. This is called the **simultaneous fire** rule, which represents that units with the same initiative are essentially attacking at the same time.



End Phase

During the End Phase, players remove all (green and orange) circular tokens from their units in the play area, and some charges on cards may flip to their active side.

If both players have at least one unit remaining, play proceeds to the next round and a new Planning Phase begins.

Winning the Game

After this phase ends, the players check to see if somebody has won the game. For **Quickplay** and **Builder** modes, if only one player has a unit remaining in the play area, that player wins! For **Scenario** mode, the Scenario card will specify the winning conditions for that Scenario.



Other Rules

Additional Token Rules

Besides focus, evade, lock, and stress tokens, there are many different types of tokens that are used to track effects. Below is a list of concepts related to the gaining and spending of tokens:

- When a unit is instructed to **gain** a token, a token from the supply is placed in the play area next to that unit.
- When a unit is instructed to **spend** a token or there is an instruction to **remove** a token from a unit, a token of

that type is returned from that unit to the supply.

- When a unit is instructed to **transfer** a token to another unit, that token is removed from the unit and the other unit gains it.

Additionally, the color and shape of tokens help to remind players of their effects and the time when they are removed. The core set contains green, orange, and red tokens, but some expansions contain blue tokens. An X-wing executes a Tallon Roll and has three possible final positions.

- **Green Tokens:** These tokens tend to be assigned by taking a specific action, but other effects can grant them as well. These tokens are circular and include Evade, Focus, and Guard tokens. Green tokens are removed during the End Phase.
- **Orange Tokens:** These tokens are assigned by actions, weapons, and various abilities.. These tokens are circular and include Disarm and Jam tokens. Orange tokens are removed during the End Phase.
- **Blue Tokens:** These tokens are assigned by actions, weapons, and various abilities. These tokens are diamond shaped and include Stealth tokens. Blue tokens have special criteria for when they can be removed or spent.
- **Red Tokens:** These tokens are assigned by actions, weapons, and various abilities. These tokens are diamond shaped and include Deplete, Shock, Lock, Strain, Stress, and

Overheat tokens. Red tokens have special criteria for when they can be removed or spent.



Token Reference

Below are the rules and effects for the various tokens units may receive. After a unit gains a token (such as a stress token), it is placed next to the unit token. As the unit moves, the tokens move with it.

Armor

 Armor represents outer layers of defense that is intended to protect the vital internal structure from damage. A unit is armored while it has at least one active shield. While a unit defends, armors provide it protection against damage.

When you suffer damage, it affects armor first. Each armor token cancels one Hit Damage (★) or Crit Damage (★★).

If an upgrade card has an armor stat, this increases the armor durability of the unit. The Armor Tokens are placed above the

unit card it is attached to (not the upgrade card).

A unit that does not have an armor stat on its unit card has an armor durability of "0," but that durability can be increased by upgrade cards that provide armor.

Charge



Some units and upgrade cards have charges which are used to track limited resources such as limited munitions or exhaustible abilities that can only be performed infrequently.

Each card with a charge limit (the golden number) starts the game with a number of ⚡ equal to the charge limit. Each ⚡ starts on its active side.

Some charge limits have a recurring charge symbol.

During the End Phase, each card with a recurring charge symbol recovers one ⚡.



Recurring Charge Symbol

Unit charges are charges on unit cards and upgrade charges are charges on upgrade cards.

If an upgrade card has a charge limit, the ⚡ are placed above that upgrade card (not the unit card it is attached to).

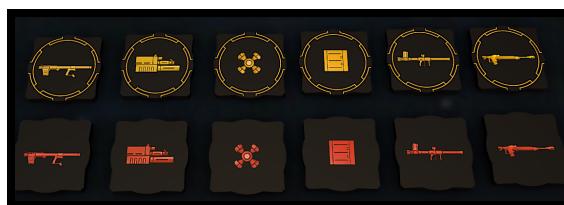
If an upgrade card instructs the unit to spend ⚡, those ⚡ are spent from that upgrade card.

When an effect instructs a unit to recover a ⚡, an inactive ⚡ on that unit (unit or upgrade card) is flipped to its active side. A card cannot recover a ⚡ if all of its ⚡ are on their active side.

When an effect instructs a unit to lose a , a  assigned to the relevant card is flipped to the inactive side.

When a unit spends a , that  is flipped to its inactive side. A unit cannot spend a  for an effect if all of its 

In order to help distinguish them from other charge tokens, weapon charges have a unique icon that matches one on the unit or upgrade card.



Deplete

 A unit is Depleted while it has at least one Deplete token. While a Depleted unit attacks, it rolls 1 fewer attack die. The Deplete token is a red token that is removed by performing a blue maneuver (similar to strain).

- After a Depleted unit executes a blue maneuver, it removes one deplete token.
- After a unit applies the Deplete effect to an attack, it removes one deplete token.

Disarm

 Disarm tokens can be assigned to units as well as specific weapons.. A unit is disarmed while it has at least one disarm token, which is an orange,

circular token. A disarmed unit cannot perform attacks.

When a weapon is disarmed, such as after it is reloaded, the disarm token is placed next to the specific weapon and indicates it cannot be used to perform attacks.

As a circular token, all disarm tokens are removed during the End Phase.

Energy

 Energy is a type of charge token than is gained by performing the accumulate () action. Unlike other charge tokens, units do not normally begin with any energy tokens on their units.

While a unit performs an attack, some weapons may require you to spend one or more energy tokens, the same as how some weapons require charge tokens to be spent. Alternatively, some weapons allow you to spend energy tokens to trigger an additional effect. This may include increasing the weapon's range, rolling additional attack dice, or exposing a damage card. The specific effect for each weapon will be detailed on the unit or upgrade card for that weapon.

If a unit is dealt a damage card for any reason, it loses all energy tokens.

Evade

 Pilots can evade to fly defensively. A unit is evading while it has at least one evade token. Evade tokens are circular, green tokens. While an evading unit defends, during the Modify Defense Dice step, it can spend one or more evade

tokens to change that many of its blank or results to results.

Focus



Pilots can focus to concentrate and expand their combat prowess.

A unit is focused while it has at least one focus token. Focus tokens are circular, green tokens. A focused unit follows these rules:

While a focused unit performs an attack, during the Modify Attack Dice step, it may spend a focus token to change all of its results to results.

While a focused unit defends, during the Modify Defense Dice step, it may spend a focus token to change all of its results to results.

A unit cannot spend a focus token to change results to or results if it does not have any results.

Guard

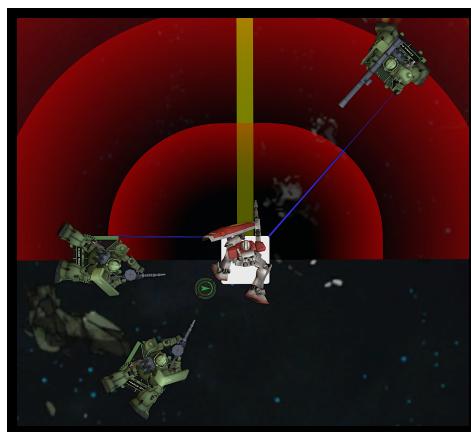


Pilots can reduce incoming damage by blocking with a hand-carried or forearm-mounted shield. A unit is on guard while it has a guard token assigned to it. Guard tokens are circular, green tokens. While a unit that is on guard defends, if the attacker is fully inside your , the token provides an effect.

During the Neutralize Results step, if the attack would hit and there is more than one / result remaining, one result is added to cancel one result. The guard token is not spent when resolving its effect.

A unit on guard cannot perform the guard action or gain a second guard token. If a shielded unit loses or spends all of its , once the current attack or effect is resolved, immediately lose all guard tokens.

If the attacker is flanking (is inside both the and arcs), the defender receives no benefit from being on guard.



Jam



Pilots can jam to conduct electronic warfare and confuse other units' systems. A unit is jammed if it has at least one jam token. Jam tokens are circular, orange tokens.

When a unit becomes jammed, the player whose effect caused the unit to gain the jam token chooses for the unit to either remove one of its green tokens or break one of its locks. If either effect is resolved, it removes the jam token. If the unit does not have any green tokens or is not maintaining any locks, it remains jammed.

After a jammed unit gains a green token or acquires a lock, the jammed unit

removes that token or breaks that lock. Then it removes one jam token.

Any abilities that cause a jammed unit to gain a green token or acquire a lock still trigger any effects that occur from resolving that ability even if the token is removed or the lock is broken. The jam token does not cause that ability to fail.

Lock



An object is locked while it has at least one lock token assigned to it. Lock tokens are red tokens. While a unit has another unit locked, it can spend a lock token that it has on the defender to reroll one or more of its attack dice during the Modify Attack Dice step of its attack.

When a unit is instructed to break a lock it has, the lock token corresponding to its name is removed.

Newtype (NT)



Newtype (NT) charges represent how some pilots can exert their influence over their newtype abilities. Each card with an NT capacity (the purple number) starts the game with a number of ♦ equal to the NT capacity. Each ♦ starts on its active side.

While it performs an attack, a unit can spend any number of ♦ during the Attack Dice step to change that number of its ☀ results to ✨ results. While it defends, a unit can spend any number of ♦ during the Defense Dice step to change that number of its ☀ results to ✨ results.

When a unit spends a ♦, that ♦ is flipped to its inactive side. A unit cannot

spend a ♦ for an effect if all of its ♦ that are available for that effect are already inactive.

When an effect instructs a unit to lose a ♦, a ♦ is flipped to the inactive side.

If an upgrade card has an NT capacity, this increases the NT capacity of the unit. The ♦ are placed above the unit card it is attached to (not the upgrade card).

A unit card that does not have an NT capacity on its unit card has an NT capacity of "0," but that capacity can be increased by upgrade cards that have an NT capacity.

Like some charge limits, all NT capacities have a recurring charge symbol. During the End Phase, each card with a recurring charge symbol recovers one ♦.

During the End Phase, each unit with a NT capacity recovers only one ♦ regardless of the number of recurring charge symbols that appear on its upgrade cards.

If an upgrade card instructs the unit to spend ♦, those ♦ are spent from the unit card.

Overheat



A unit is overheated while it has at least one overheat token. The overheat token is a red token. While an overheated unit executes a maneuver, it executes a maneuver that is one speed lower than what was revealed on its dial, to a minimum of 1.

While overheated a unit may not perform any movement-based actions such as Boost (✚), Reverse Boost (✚), Barrel Roll

() or Overthrust () action. An overheated unit may destealth, however.

After an Overheated unit executes a maneuver, it removes one overheat token.

Shield

 Shield is a type of charge token that can be spent to enhance the effect of a guard token. A unit is shielded while it has at least one active shield token. Each card with a shield durability (the teal number) starts the game with a number of  equal to the shield durability. Each  starts on its active side.

When resolving the effects of a guard token,  can be spent to add additional  results as long as there would still be at least one / result remaining.

If a unit spends multiple , their effects are applied one at a time. Thus, for two  to both apply their effect, there would need to be at least four / results remaining after the defense dice have been applied.

When a unit spends a , that  is flipped to its inactive side. A unit cannot spend a  for an effect if all of its  that are available for that effect are already inactive.

When an effect instructs a unit to lose a , a  is flipped to the inactive side.

If a shielded unit loses or spends all of its , once the current attack or effect is resolved, immediately lose all guard tokens.

A unit that does not have a shield stat on its unit card has a shield durability of "0", but that durability can be increased by upgrade cards that provide shields.

Shock



A unit is shocked while it has a number of shock tokens relative to its size: at least one for a small unit, at least two for a medium unit, at least three for a large unit, and at least six for a huge unit. Shock tokens are red tokens.

During the Planning Phase a shocked unit is not assigned a dial.

During the Activation Phase, a shocked unit that did not have a dial assigned to it during the Planning Phase activates as follows:

1. The unit skips its Reveal Dial step.
2. During the Execute Maneuver step, the shocked unit executes the Shock Maneuver. The shock maneuver is a blue [1 Straight] maneuver. The bearing, difficulty, and speed of this maneuver cannot be changed unless an ability explicitly affects the ion maneuver.
3. During the Perform Action step, the unit can perform only the Action: Focus action.
4. After the unit finishes this activation, it removes all of its shock tokens.

Stealth



A unit is stealthed while it has a stealth token. Stealth tokens are

blue tokens. A stealthed unit has the following effects:

- Its agility value is increased by 2.
- It is disarmed
- It cannot perform the stealth action or gain a second stealth token.

During the System Phase, each stealthed unit may spend its stealth token to unstealth. When a small unit unstealths, it must choose one of the following effects:

- Barrel roll using the [2 Straight] template.
- Boost or Reverse Boost using the [2 Straight] template.

When a medium or large unit unstealths, it must choose one of the following effects:

- Barrel roll using the [1 Straight] template.
- Boost or Reverse Boost using the [1 Straight] template.

Unstealthing does not count as executing a maneuver or performing an action but does count as a move.

A unit can unstealth even while stressed or overheated.

When a player declares to unstealth a unit, that player must declare which type of boost or barrel roll it is going to perform before placing a template on the play area.

If a unstealth fails, the unit is returned to its prior position before it attempted the unstealth and the stealth token is not removed.

Each unit cannot drop or launch a device during the same phase that it unstealthed.

Strain



A unit is strained while it has at least one strain token. While a strained unit defends, it rolls 1 fewer defense die. The strain token is a red token.

- After a strained unit defends, it removes 1 strain token.
- After a strained unit executes a blue maneuver, it removes 1 strain token.

Stress



A unit is stressed while it has one or more stress tokens. A stressed unit cannot set or execute red maneuvers, and it cannot perform actions.

A unit receives one stress token while it executes a red maneuver or after it performs a red action. Additionally, a unit removes one stress token while it executes a blue maneuver.

If a stressed unit attempts to execute a red maneuver, it instead executes a white [2 Straight] maneuver.

After a stressed unit reveals a red maneuver, abilities that change the maneuver can be used. After resolving these abilities, if the unit would still

execute a red maneuver, it instead executes a white [2 Straight] maneuver.

Obstacles

Obstacles present additional challenges for pilots and create variation in the play area from game to game. Obstacles are placed in the play area as described in step 4 of setup on page 5. The effects of obstacles are described next.

Moving Through and Overlapping an Obstacle

Obstacles do not cause units to partially execute maneuvers—if a unit overlaps an obstacle, it does not move backward along the template. If a unit moves through or overlaps an obstacle, it suffers different effects depending on the type of obstacle:

Asteroid

While a unit executes a maneuver, if it moves through or overlaps an asteroid it rolls one attack die. On a hit result, it suffers one regular damage; on a critical result, it suffers one critical damage.

While a unit is moving, but not executing a maneuver, if it moves through or overlaps an asteroid, it executes its move as normal but suffers the same effect as if it executed a maneuver through the asteroid.

Then regardless of the roll, the unit skips its Perform Action step this round. During the Engagement Phase, if a unit is at range 0 of an asteroid, it cannot perform an Attack.

Debris Cloud

While a unit executes a maneuver, if it moves through or overlaps a debris cloud, after the Check Difficulty step the unit gains one stress token. After executing the maneuver, it rolls one attack die. On a Critical Hit (✿) result, it suffers one ✿ damage.

While a unit is moving, but not executing a maneuver, if it moves through or overlaps a debris cloud the unit gains one stress token. The unit rolls one attack die. On a ✿ result, it suffers one ✿ damage.

While a unit performs an attack, if the attack is obstructed by a debris cloud, the defender rolls one additional defense die.

Beam Interference Field

Beam interference fields are new obstacles, and players may select them instead of asteroids or debris clouds. When a beam interference field obstructs a beam weapon attack, the defender rolls 1 additional defense die, and may change 1 blank result to an evade (▢) result.

Obstruction

An attack is obstructed if the attacker measures range through one or more obstacles. If an attack is obstructed, the defender rolls one additional defense die during the Defense Dice step. Units can also obstruct attacks, but unlike obstacles, this has no inherent effect. Card abilities may cause an effect to occur for an attack obstructed by a unit.

Special Attack Rules

Bonus Attacks

If a weapon or ability instructs a unit to perform a bonus attack, it performs an additional attack during the Aftermath step.

A few special effects provide a bonus attack using the same weapon. While performing this type of bonus attack, the same arc requirements, range requirements, and cost requirements are followed unless stated otherwise.

For example, a unit that attacked with the Simplified Missile Launcher can perform a bonus attack against another unit at range 1 of the defender and ignore the  requirement. The range (2–3), arc () , and cost (spending 1 ) are maintained for the bonus attack.

- A unit can perform only one bonus attack per round.
- If both players have a bonus attack that triggers after an attack, the defending player resolves their bonus attack first.

Counterattacks

Resorting to melee weapons is often considered a last resort, but there is no denying how effective they can be at dealing damage. When faced with an opponent determined to introduce you to the business edge of his beam saber, the most obvious answer is to try and evade, but you may elect to attempt a high risk, high reward counterattack instead. This may allow you to nullify your opponent's strike while dealing damage of your own but you also might leave yourself open to

the full force of an unobstructed heat hawk!

While an enemy unit in your  performs a melee attack against you, if your unit has a melee weapon equipped, you may choose to perform a counterattack instead of a normal defense roll. This intention must be made known after the target is declared, but before attack dice are rolled.

While counterattacking, after attack dice are rolled instead of rolling defense dice, you roll attack dice as if you were performing a melee attack of your own.

During the counterattack, you may spend tokens and use abilities as if you were performing an attack. However, abilities that state 'while you defend' or that modify defense dice cannot be used.

Then compare the total number of hit and crit results. If there is a tie, the player who rolled the most crit results is considered successful. If there is still a tie, the attacking player is victorious.

Once the winner is decided, the loser's dice results are cancelled and the player who won the clash moves on to the Deal Damage step without any of their results being neutralized.

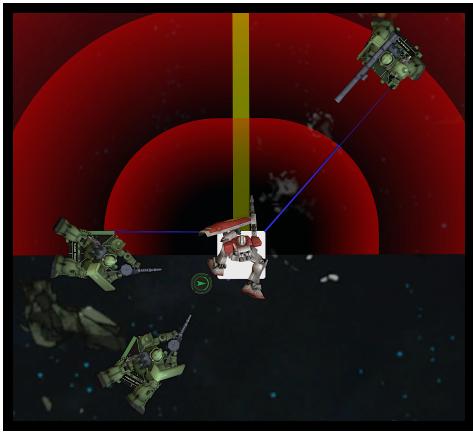
A counterattack is considered a **bonus attack**, therefore you may not perform a counterattack if you have already performed a bonus attack this round.

Full Arcs

There are two Full Arcs that use the midway line instead of the printed arc lines.

Full front arc (●): This arc covers all of the area in front of the unit. Most melee weapons use the ● arc.

Full rear arc (●): This arc covers all of the area behind the unit.



Using the ●, ●, and extending the midway line to the unit's weapon range, the following phrases are used to express specific spatial relationships between units.

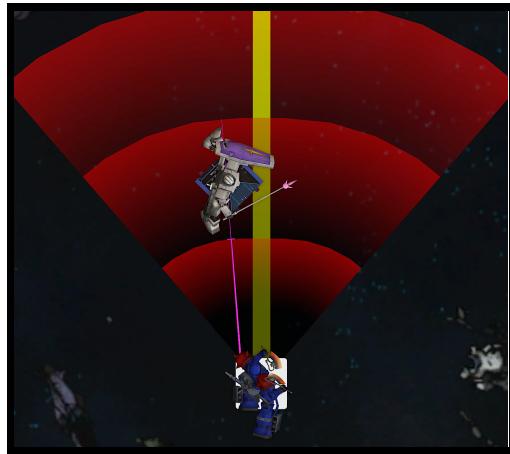
- **Behind:** If unit A is in the ● of unit B and unit A does not cross the midway line of unit B, then unit A is behind unit B.
- **In front of:** If unit A is in the ● of unit B and unit A does not cross the midway line of unit B, then unit A is in front of unit B.
- **Flanking:** If unit A crosses the midway line of unit B, then unit A is flanking unit B.

Bullseye Arc

The bullseye arc is indicated by ○. This arc is found inside the ●; if something is in a unit's ○ arc, it is also in its ● arc.

The ○ is the width and length of the range ruler.

There is no intrinsic effect when a unit attacks a unit in its ○, but card abilities may refer to it.



Turret Arcs

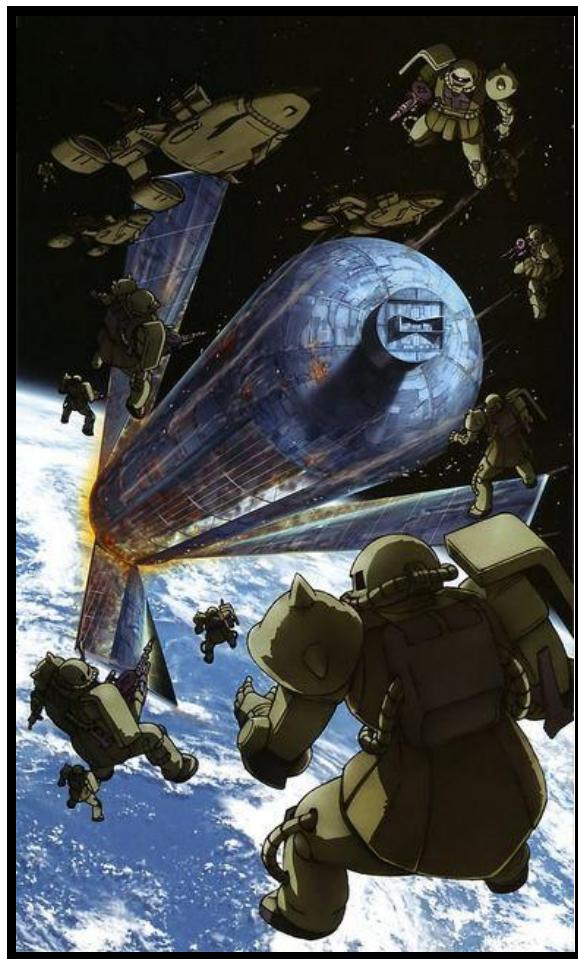
Unlike other arcs, some weapons use turret arc indicators to select arcs. There are two types of turret arc indicators: single turret (○) and double turret (○). During setup, a unit with a ○ or ○ weapon adds the corresponding turret arc indicator to its base.



The turret arc indicator points toward one of unit's four standard arcs. The

standard arc that the turret arc indicator is pointing toward is a in addition to still being a standard arc. While a unit performs a attack, it can attack a target that is in its arc. A unit with a double turret arc indicator has two in opposite directions.

A unit can adjust which standard arc(s) that its turret arc indicator is pointing towards by using the action.



Credits

Original script for X-Wing Unified

- *Dzikakulka*

Adapted script for X-Wing Unified

- *Johnny Cheese*

Additional scripting for X-Wing Unified

- *Flippster and vitreuz*

AI Scripting for X-Wing Unified

- *Shiprib*

Modelling and more

- *FabioOtto and CrazyVulcan*

MSG Flightpath-specific Modeling.

Textures and Scripting

- *WizardofAZ*

MSG Flightpath Gameplay Testers

- *Falco Dante*
- *Anavel Gato*
- *Klassics*

Version Information

Version 0.1b

- Proxy Mode implemented.
- Various bug fixes.
- Shield and weapon-specific charge tokens added.

Version 0.1a

- Initial Version

Mobile Suit Development Roadmap

1. MS-09R Rick Dom
2. RGC-80 GM Cannon
3. MS-05B Zaku I
4. RGM-79L GM Light Armor

Known Issues

- Maneuver Template for Strafe and Pylon Twist do not spawn.
- Epic Sized Table not yet configured.
- Squad Builder not yet implemented.