

# HotAC 2.07.05 Quick-Reference

## Swerving

The A.I. will swerve only to avoid Obstacles or Board Edges, not to avoid collisions with other ships. If the new maneuver does not avoid the collision, the original maneuver is executed and the collision is suffered.

## Premptive Swerving

If an A.I. ship ends its move within Range 1 of an obstacle and the obstacle is in the ship's Bullseye arc, the A.I. will, if possible, perform a Barrel Roll before any other action, in an effort to avoid hitting it next turn.

## Basic Moves

Adjust the intended bearing of the maneuver 45° in either direction and then select a new maneuver at the same speed (or closest speed possible within the limitations of the ship's dial) that brings it closest to its target.

Koiguri turns are changed to banks.

## Formations

Although all ships in a formation select the same maneuver, they move one at a time in ascending order and each will swerve independently as required. This may cause ships to break formation.

## Board Edges

Unlike avoiding obstacles, A.I. ships make every effort to avoid the board edge. If their chosen maneuver causes them to leave the board, select the most similar maneuver that still keeps on the board. If there is no possible maneuver that achieves this, the A.I. ship is destroyed.

## Target Facing

Draw a line across the front of the target's base. If the A.I. ship is in front this line, the target is **closing** (A), otherwise it is **fleeing** (B).

## Inquisitors

Let F be the total number of force points  $\oplus$  in the group, and add to it  $+1$  for each player with  $\geq 2 \oplus$ , and  $+1$  if an Inquisitor was destroyed in the previous mission, call the resulting number T.

**During Setup, roll one D6: If the result is  $\leq T$ , an Inquisitor (Tie Advanced v1  $\clubsuit$ ) appears from a Random Vector.**

(Note that its initiative does **not** depend on the avg. player IN, but rather on the value of F.)

**Example:** The group of 5 players has 3 force points in total: Player 1 has  $\oplus$ , player 2 has  $\oplus$ , and the other three players have  $\oplus$  each. They destroyed an inquisitor in their last mission. So F=3, and  $T=3+1+1=5$ . This means that an inquisitor will appear with probability 5/6 (only die roll 6 will result in no inquisitor appearing).

Inquisitors have Attack AI – until they come within Range 3 of a Force User: They then switch to Strike AI against that ship, and continue hunting it until it is destroyed. They then return to Attack AI until coming within Range 3 of another Force User.

## Ground Assault Special Rules

### Walkers

**Ion Tokens:** An ionized Walker executes a blue O-stop maneuver instead of a blue 1-forward.

**Tractor Tokens:** A tractorized Walker cannot perform boosts or barrel rolls.

**Critical Damage:** Walkers have well-protected critical systems. If a Walker would suffer the effect of a facup damage card with the Ship trait, immediately repair it instead.

**Armor:** Walkers have an Armor value which is used to reduce damage from enemy attacks. When a Walker defends, after the Modify Attack Dice step, a number of  $\star$  results are cancelled equal to the Defender's Armor value. Note that  $\star$  are not cancelled in this way, nor is any damage from sources that do not allow the defender to roll defense dice (such as bombs).

### Gravity Well

Ships cannot jump to **hyperspace**, and must escape from designated board edges.

All **Mines** automatically detonate at the end of the Activation Phase, regardless of whether or not they are overlapped.

### Fortifications

All station modules, such as Rebel and Imperial bases, are Elevated and cannot be targeted by Walkers if obstructed by other Elevated terrain.

### Elevated Terrain

No effect on ships that are not **Skimming**. Before revealing its dial, any ship may choose to be assigned a **Skim Token**. Skim Tokens are removed during the end phase like all round tokens.

**Template or Ship Overlap:** If the ship has a Skim Token, it is dealt a damage card and loses its Skim Token.

**Line of Sight:** A ship within range 1 of and obstructed by Elevated terrain cannot be chosen as the target of an attack if the Attacker or Defender has a Skim Token.

**A.I. Logic:** Flyers do not swerve. A.I. ships may never be assigned Skim Tokens unless mission rules state otherwise.



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### Bomber Retrofits

All Rebel ships that do not already have a slot gain one for this mission. For any ship that gains a slot in this manner, their bombs and mines have no effect on Flyers - only on Walkers, Emplacements, and terrain (where applicable).

Experienced bombers, like Y-Wing pilots, can detonate devices mid-air to damage both ground targets and Flyers as normal.

**Remember that the benefits of Armor only trigger when rolling defense dice, so damage from bombs will bypass it.**

### Dense Terrain

**Template or Ship Overlap:** Execute the maneuver using the rules for Flyer Overlapping Walker.

A ship's base may never overlap Dense terrain, regardless of abilities or upgrades such as Collision Detector, and ships will always resolve an incomplete maneuver before sliding forward to clear the terrain. After a ship's maneuver template or base overlaps Dense terrain, it is dealt a damage card.

**Line of Sight:** If an attack is obstructed by a Dense terrain, the Defender rolls 1 additional  $\clubsuit$ , and may change 1 blank result to an  $\clubsuit$  result.

**A.I. Logic:** Flyers swerve to avoid as though the Dense Terrain was a board edge.

## Emplacement Rules

### Movement over Emplacements:

- Are not considered obstacles and do not obstruct attacks, cause collisions, or interact with maneuvers
- All ships do not swerve to avoid them

### Attacks vs. Emplacements:

- Have 0 agility but roll an additional defense die at Range 3+ as usual
- Track damage with tokens, not cards
- Critical hits suffered to hull count as 2  $\star$
- Do not suffer stress or ion tokens
- Do not have a pilot skill rating

### Turbolaser Tower

Attack: 2  $\clubsuit$  Range: 2-4

At the end of the Combat Phase, attack the nearest enemy ship in the Tower's 90° firing arc. The defender gains 1 bonus defense die at Range 3+.

Then, rotate the Tower up to 90° to center its firing arc on the target, or to attempt to get the nearest target in arc.

### Shield Generator

2  $\oplus$

3  $\ominus$

All emplacements (including this) on connected station modules gain 1 defense die for each shield generator.

### Fuel Tank

3  $\ominus$

0  $\ominus$

When destroyed, all ships and emplacements at Range 1 must roll one attack die and suffer any  $\star$  or  $\ominus$  damage rolled.

**These have mission-specific rules:**

### Sensor Array

5  $\oplus$

0  $\ominus$

**C** Command Centre 5  $\oplus$  0  $\ominus$

### Cargo Container

5  $\oplus$

0  $\ominus$

## AI Ship Setup

### Setup Icon Examples

	Add this ship type
	Add a random ship type (Note: All random ships in a squad should be the same)
	Replace a  with this type
	Add this ship  avg. Rebel IN $\geq$ 8
	Replace a  with a random ship type  avg. Rebel IN $\geq$ 4
	Add an Elite of a random type

### Random Imperial Ships

D20 Result	Ship Type
1-5	Tie Interceptor
6-9	Tie Advanced
10-13	Tie Bomber
14-16	Tie Phantom (The Interceptor is not introduced yet)
17-18	Tie Defender (The Advanced is not introduced yet)
19	Lambda Shuttle
20	VT-49 Decimator

## Experience Point Awards

### During the Engagement Phase each turn

For each Damage dealt to an Enemy Ship	+1 XP
Destroy an Enemy Ship or Emplacement	+1 XP
...and Enemy Ship is Large ( or )	+1 XP
...and Enemy Ship is not a  Tie Fighter (, , , )	+1 XP
...and Enemy Ship is  Elite	+1 XP <i>for all Players</i>
Kill Assist or Guardian (provide an action or bonus to an ally that then uses the bonus to destroy an enemy or prevent at least 1 damage)	+1 XP

### During Mission Resolution

Mission Objective bonus or penalty	Varies
Mission Failure, or Eject Roll	Varies

## Territory Effects

Effect	Friendly Territory	Neutral Territory	Hostile Territory
Eject Roll	1 attack die	2 attack dice	3 attack dice
Escaping	Jump to Hyperspace or <b>any</b> board Edge	Jump to Hyperspace or designated edge(s)	Jump to Hyperspace or designated edge(s)
Mission End	Automatically retreat	Automatically retreat	Rebels are destroyed

## Jump to Hyperspace

1. Perform a blue maneuver and announce preparation to jump, assign ship a **Hyperdrive** token.
2. Perform an action as usual.

**3.** In the Engagement phase, instead of attacking, make a hyperspace roll ( ). Add 1  $\star$  result for each hyperdrive token. Only modify using **Focus** tokens.

**4.** If the result is 3  $\star$  or  $\ominus$ , the jump succeeds and the ship is removed from play. Otherwise, may keep the hyperdrive tokens and repeat steps 1-4.

Clear hyperdrive tokens if the ship performs a non-blue maneuver or decides to cancel the jump.

## Ejecting

Eject Results (roll 1, 2, or 3 attack dice depending on territory)	
	Pilot Killed - start a new pilot
	Lose most expensive Elite Pilot Talent or Pilot Ability
	Lose most expensive Upgrade
	Earn Half XP this mission, rounded down. (Earn 0 XP if   is rolled)
(blank)	Safely Eject (no penalty)

### Player Critical Damage (optional)

D10 Result	Damage
1	+1 Disarmed Token
2	+1 Ion Token
3	+1 Strain Token
4	+1 Ion Tokens
5	+1 Strain Token
6	+1 Deplete Token
7	+1 Disarm Token
8	+1 Disarm Token
9	+1 Damage
10	+1 Damage

# X-Wing Quick Reference (HotAC)

## THE GAME ROUND

- Planning Phase:** Each player secretly plans their ships' maneuvers by assigning them facedown dials.
- System Phase:** In ascending order of initiative, each ship that has an effect that says it can be used during the System Phase resolves those abilities. You may perform at most one drop, launch, or decloak.
- Activation Phase:** In ascending order of initiative, each ship reveals its dial, executes its maneuver, and may perform one action.
- Engagement Phase:** In descending order of initiative, each ship may perform one attack.
- End Phase:** Remove circular tokens. Recover recurring charges. Remove negative recurring charges.

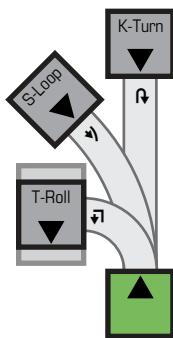
**Initiative tie-breaker:** The empire always has Initiative, so A.I. ships will always act before Rebel ships of the same initiative.

## ACTIONS

- Barrel Roll:** Move sideways with [1 ↑] template. May shift forward/backward. Medium/large ships place long template edge.
- Boost:** Move forward with [1 ↴], [1 ↑], or [1 ↵] template.
- Calculate:** Gain 1 calculate token.
- Cloak:** Gain 1 cloak token.
- Coordinate:** A friendly at range 1–2 performs an action.
- Evasive Manoeuvre:** Gain 1 evade token.
- Focus:** Gain 1 focus token.
- Lock:** Acquire a lock on an object at range 0–3.
- Jam:** A ship at range 1 (or 1–2 inside Ⓛ) gains 1 jam token.
- Reinforce:** Gain 1 fore or aft reinforce token.
- Reload:** Recover 1 ⚡ on a Ⓛ, Ⓜ, or Ⓝ. Gain 1 disarm token.
- Rotate:** Rotate your turret arc indicator.
- SLAM:** Execute a maneuver with same speed. Gain 1 disarm token.

## MANEUVERS

- Koiogran Turn:** Use ↑ template, placing front ship guides.
- Segnor's Loop:** Use ↴ template, placing front ship guides.
- Tallon Roll:** Use ↵ template, rotate 90° into turn and align hashmark to left, middle, or right of template like a barrel roll.



## PERFORMING AN ATTACK

- Declare Target**  
Measure Range, Choose Weapon, Declare Defender, Pay Costs
- Attack Dice**
  - Roll Attack Dice
  - Defender Modifies Attack Dice
  - Attacker Modifies Attack Dice
- Defense Dice**
  - Roll Defense Dice
  - Attacker Modifies Defense Dice
  - Defender Modifies Defense Dice
- Neutralize Results**
  - ✖ Results Cancel ✶ Results
  - ✖ Results Cancel ✸ Results
  - Determine Whether Attack Hits
- Deal Damage**
  - Defender Suffers ✶ Damage
  - Defender Suffers ✸ Damage
- Aftermath**
  - Resolve "After Defending" Abilities
  - Resolve "After Attacking" Abilities
  - Possibly Perform Bonus Attack

### RANGE BONUS

At range 1, attacker adds one .  
At range 3, defender adds one .

At range 0 (touching), no bonus dice. Can attack with primary weapon, but attacker cannot add dice and only modify dice with force token. Defender's dice cannot be modified by enemies.

Range bonus does **not** apply to weapons with the small ordnance icon:

## OBSTACLES

**Obstructed Attack:** When attacking through any obstacle, defender adds one .

**While at range 0** of Asteroid, Debris Cloud or Gas Cloud: Cannot attack.

When **moving through**:

- Asteroid:** Suffer one ✶, then roll one : On ✶ or ✸, suffer an additional ✶.
- Blaze:** Roll one : On ✶ or ✸, suffer one ✶; on , gain one stress token.
- Debris Cloud:** Gain stress token, roll one : suffer any ✶ or ✸.
- Electo-Chaff Cloud:** Break all locks on and from your ship, gain one jam token. Roll one , on ✶ or ✸, gain one stress token.
- Gas Cloud:** Break all locks on and from your ship, gain one strain token. Roll one , on ✶ or ✸, gain 1 ion token. **Ion Storm:** 1 damage + 3 ion tokens.
- Loose Cargo & Spare Parts:** Gain one strain token. Roll one , on ✶ or ✸, gain one stress token.

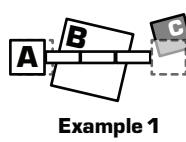
## OVERLAPPING / BUMPING

Ending a movement overlapping another ship: Move back until just touching.

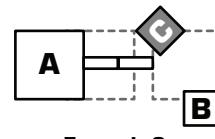
**Enemy ship:** If not stressed, may perform a focus or calculate action as a red action (gain stress token). Then skip the Perform Action step.

**Friendly ship:** Roll one : On ✶ or ✸, suffer one ✶. Then skip the Perform Action step.

In **Example 1**, Ship A is performing a 3 forward, but cannot complete it because it **overlaps** ship C, an enemy. It moves back along its maneuver, but cannot fit while touching C because a friendly ship, B is in the way, so it moves back until it is touching B, but suffers the effects of overlapping an enemy ship while being at range 0 of ship B.



Example 1



Example 2

In **Example 2**, Ship A is performing a 2 forward, but cannot complete it would **overlap** both ships B (a friendly) and C (an enemy). It moves back along its movement template until it is touching ship C, but since it **overlapped both**, it would suffer the effects of overlapping a friendly ship (the worse effect), but be at range 0 of Ship C, meaning it cannot modify an attack against it.

## Bombs & Mines

**Blazer Bomb:** (Device, Bomb) At the end of the Activation Phase, this device detonates. When this device detonates, each ship & remote at range 0–1 rolls 1 attack die. Each ship/remote suffers 1  $\star$  damage for each  $\star/\star$  result. After this device detonates, place a **Blaze obstacle** with a fuse on it by aligning the blaze's guides to the device's tabs.



**Bomblet:** (Device, Bomb) At the end of the Activation Phase, this device detonates. When this device detonates, each ship and remote at range 0–1 rolls 2 attack dice. Each ship or remote suffers 1  $\star$  damage for each  $\star/\star$  result.



**Cluster Mine:** (Device, Mine) After a ship overlaps or moves through any individual Cluster Mine, it detonates. Other Cluster Mines in the set that were not overlapped or moved through do not detonate. When each of these devices detonates, that ship rolls 2 attack dice. That ship then suffers 1  $\star/\star$  damage for each matching result.



**Concussion Bomb:** (Device, Bomb) At the end of the Activation Phase, this device detonates. When this device detonates, each ship & remote at range 0–1 is dealt 1 facedown damage card. Then, each ship at range 0–1 must expose 1 damage card unless it chooses to gain 1 strain token.



**Conner Net:** (Device, Mine) After a ship overlaps or moves through this device, it detonates. When this device detonates, the ship suffers 1  $\star$  damage and gains 3 ion tokens.



**Electro-Proton Bomb:** (Device, Bomb) At the end of Activation, this device detonates. When this device detonates, each ship and remote at range 0–2 rolls 4 attack dice. Each ship loses 1 shield for each blank result, gains 1 ion token for each  $\star/\star$  result, and gains 1 disarm token for each  $\star$  result. Each remote at range 0–1 loses 1 shield for each blank result and suffers 1 damage for each  $\star/\star$  result.



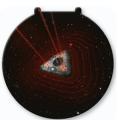
**Ion Bomb:** (Device, Bomb) At the end of activation, this device detonates. When this device detonates, each ship at range 0–1 gains 3 ion tokens, and each remote at range 0–1 suffers 1  $\star$  damage.



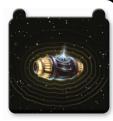
**Proton Bomb:** (Device, Bomb) At the end of the Activation Phase, this device detonates. When this device detonates, each ship and remote at range 0–1 suffers 1  $\star$  damage.



**Proximity Mine:** (Device, Mine) After a ship overlaps or moves through this device, it detonates. When this device detonates, that ship rolls 2 attack dice. That ship then suffers 1  $\star$  damage plus 1  $\star/\star$  damage for each matching result.



**Seismic Charge:** (Device, Bomb) At the end of the Activation Phase, this device detonates. When this device detonates, choose 1 obstacle at range 0–1. Each ship and remote at range 0–1 of the obstacle suffers 1  $\star$  damage. Then remove that obstacle.



**Thermal Detonator:** (Device, Bomb) At the end of the Activation Phase, this device detonates. When this device detonates, each ship & remote at range 0–1 rolls 1 attack die. Each ship gains 1 strain token for each  $\star$  result, and each ship & remote suffers 1  $\star/\star$  damage for each matching result.



## Tokens



During attack, spend 1 or more to change a  $\star$  to  $\star/\star$ .  
During defense, spend 1 or more to change a  $\star$  to  $\star/\star$ .



During Modify Defense Dice, spend 1 or more to change a blank or  $\star$  result to an  $\star/\star$  result.



During Modify Attack Dice, spend to change all  $\star$  to  $\star/\star$ .  
During Modify Defense Dice, spend to change all  $\star$  to  $\star/\star$ .



When attacker is in full arc (● or ○) matching the token, before taking two or more damage, add one  $\star$ .



Jamming ship chooses one green token or target's lock to discard. If none present, jam token remains until one is.



Cannot attack while disarmed.  
After 1–3 tokens (based on ship size), roll one fewer  $\star$ .  
Tractor ship may force a  $\star$  or straight  $\star$  using [1  $\uparrow$ ].  
Cannot cause the ship to move through or overlap an obstacle.  
If moved by opponent, may gain a stress token to rotate 90°.



Roll two more  $\star$ . Cannot attack. Spend during System Phase to  $\star$  or straight  $\star$ . Small ships use [2  $\uparrow$ ] template.



1–3 tokens required based on ship size. Cannot assign dial.  
No dial: blue [1  $\uparrow$ ], only  $\star$  allowed, remove all ion tokens.



During Modify Attack Dice, spend to reroll any number of  $\star$ .  
Cannot perform actions. Attempt red maneuver: white [2  $\uparrow$ ] instead. Remove one stress token after a blue maneuver.



Roll one fewer  $\star$ , then remove one strain token. After executing a blue maneuver, remove one strain token.



Roll one fewer  $\star$ , then remove one deplete token. After executing a blue maneuver, remove one deplete token.



Reminder that a  $\star$  damage card effect applies.



Flip to cancel  $\star$  or  $\star/\star$  results. Certain effects can recover shields, flipping them again.



Flip to spend for various effects. When [ $\star$ ] present, recover one charge (per card) during End Phase by flipping it again.



During attack, spend 1 or more to change a  $\star$  to  $\star/\star$ .  
During defense, spend 1 or more to change a  $\star$  to  $\star/\star$ .  
Recover at most one charge per ship during End Phase.

