

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 cloak.
- 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.

PERFORMING AN ATTACK

1. Declare Target

Measure Range, Choose Weapon, Declare Defender, Pay Costs

2. Attack Dice

- Roll Attack Dice
- Defender Modifies Attack Dice
- Attacker Modifies Attack Dice

3. Defense Dice

- Roll Defense Dice
- Attacker Modifies Defense Dice
- Defender Modifies Defense Dice

4. Neutralize Results

- Results Cancel ⚡ Results
- Results Cancel ⚪ Results
- Determine Whether Attack Hits

5. Deal Damage

- Defender Suffers ⚡ Damage
- Defender Suffers ⚪ Damage

6. 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 ⚪.

Electro-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.

	During attack, spend 1 or more to change a to . During defense, spend 1 or more to change a to .
	During Modify Defense Dice, spend 1 or more to change a blank or result to an result.
	During Modify Attack Dice, spend to change all to . During Modify Defense Dice, spend to change all to .
	When attacker is in full arc (or) matching the token, before taking two or more damage, add one .
	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 . Tractoring ship may force a or straight using [1]. 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 . Cannot attack. Spend during System Phase to or straight . Small ships use [2] template.
	1–3 tokens required based on ship size. Cannot assign dial. No dial: blue [1], only allowed, remove all ion tokens.
	During Modify Attack Dice, spend to reroll any number of .
	Cannot perform actions. Attempt red maneuver: white [2] instead. Remove one stress token after a blue maneuver.
	Roll one fewer , then remove one strain token. After executing a blue maneuver, remove one strain token.
	Roll one fewer , then remove one deplete token. After executing a blue maneuver, remove one deplete token.

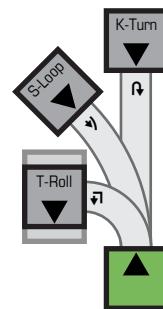
	Reminder that a damage card effect applies.
	Flip to cancel or results. Certain effects can recover shields, flipping them again.
	Flip to spend for various effects. When [] present, recover one charge (per card) during End Phase by flipping it again.
	During attack, spend 1 or more to change a to . During defense, spend 1 or more to change a to . Recover at most one charge per ship during End Phase.

MANEUVERS

↶ **Koigran 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.

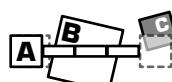


OVERLAPPING / BUMPING

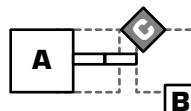
Ending a movement overlapping another ship: Move back until just touching.

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.



Example 1



Example 2

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.

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 eye/\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 eye/\star result.



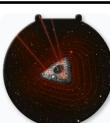
Ion Bomb: (Device, Bomb) At the end of activation, this device detonates. When this device detonates, each ship at range 0–1 gains 3 ion tokens, and each remote at range 0–1 suffers 1 \star damage.



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 eye result, and each ship & remote suffers 1 \star/\star damage for each matching result.



Remotes

Buzz Droid Swarm



Types: Device, Remote



System, Activation, and End Phase: No effect.

Engagement Phase: When you engage, each enemy ship at range 0 of the buzz droid swarm suffers 1 \star damage.

Other Rules: After an enemy ship overlaps or moves through a buzz droid swarm, the swarm's controlling player relocates it by aligning the tab to that ship's front or rear guides (this ship is at range 0 of the swarm).



The swarm cannot be aligned to a set of the ship's guides if doing so would cause it to overlap an object. If the swarm cannot be placed at a chosen set of guides, its controlling player must align it to the other set of the ship's guides.



If it cannot be aligned to the other set, the swarm and the enemy ship that overlapped or moved through it each suffer 1 \star damage.

Sensor Buoy

Types: Device, Remote



Sensor buoys are remotes that come in pairs (one red, and one blue, each with its own remote card), and are placed by the **SENSOR BUOY** Suite upgrade card. Beyond being remotes and interacting with that card, they have no additional rules.

Dark Eye Probe Droid

Types: Device, Remote



System Phase: The DRK-1 probe droid's controlling player may choose a [2 1], [2 1], or [1 1] template and any set of the DRK-1's guides. The player then relocates the remote, placing the DRK-1 at the other end of the template. It can be placed overlapping an object this way.

If the DRK-1 overlaps a ship, use the position marker to denote the ship's position, then place the ship on top of the remote.

Activation, Engagement, and End Phase: No effect.

Other Rules: While a ship locks an object or jams an enemy ship, it may measure range from a friendly DRK-1 probe droid.

After an enemy ship executes a maneuver that causes it to overlap a DRK-1 probe droid, the ship's controller rolls 1 attack die. On a \odot result, the DRK-1 probe droid suffers 1 \star damage.

Commando Team

Types: Device, Remote.



When this device is dropped, it can be placed by sliding either its front or rear guides into the opposite end of the template.

System and End Phase: No effect.

Activation Phase: At the start of this phase, the commando team's controlling player may choose a [1 1], [2 1], or [1 1] template and place it in the commando team's front guides. The player then relocates the remote forward, placing the commando team's rear guides at the other end of the template. The commando team can be placed overlapping an object in this way. If multiple players have commando teams, player order is used to determine the sequence (similar to ships).

If the commando team overlaps a ship, use the position marker to denote the ship's position, then place the ship on top of the remote.

Engagement Phase: You cannot attack if there are enemy ships at range 0. Your primary attack is a range 1 \blacktriangleleft attack. To perform an attack you must spend 1 \mathcal{E} . While you perform an attack, you may change 1 \odot result to a \star result.

Other Rules: After an enemy ship overlaps a commando team, that ship gains 1 strain token. After a commando team is placed while being dropped or relocating, if it is placed underneath one or more enemy ships, those ships each gain 1 strain token.

HotAC 2.07.05 Quick-Reference

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 if avg. Rebel IN ≥ 8
	Replace a with a random ship type if avg. Rebel IN ≥ 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 <small>(Tie Interceptor if not introduced yet)</small>
17-18	Tie Defender <small>(Tie Advanced if not introduced yet)</small>
19	Lambda Shuttle
20	VT-49 Decimator

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 Hullseye 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.

Koigran 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 in the group, and add to it +1 for each player with ≥ 2 , 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 ≤ T, an Inquisitor (Tie Advanced v1) 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 2 , player 2 has 1 , and the other three players have 0 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 the 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.



Imperial Critical Damage

D10 Result	Damage
1	+2 Stress Tokens
2	+1 Stress Token
3	+2 Ion Tokens
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

Player Critical Damage (optional)

D10 Result	Damage
1	+1 Disarmed Token
2	+1 Ion Token
3	+1 Strain Token
4	+1 Deplete Token
5-6	+1 Stress Token
7-8	+1 Damage
9-10	no additional effect

A.I. Targeting Priority

- 1: Fire Ordnance at any range against Target already locked.
- 2: Target at Range 1
- 3: Target at Range 2
- 4: Target at Range 0
- 5: Target at Range 3

Emplacement Rules Movement over Emplacements: • Are not considered obstacles and do not obstruct attacks, cause collisions, or interact with maneuvers • AI ships do not swerve to avoid them	Shield Generator 2 3 All emplacements (including this) on connected station modules gain 1 defense die for each shield generator.
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 *• Do not suffer stress or ion tokens • Do not have a pilot skill rating	Fuel Tank 3 0 When destroyed, all ships and emplacements at Range 1 must roll one attack die and suffer any * or # damage rolled.
These have mission-specific rules:	
Turbolaser Tower 5 0 Attack: 2 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+.	Sensor Array 5 0
Command Centre 5 0	
Cargo Container 5 0	

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 tractored 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 results are cancelled equal to the Defender's Armor value. Note that 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. All ships may never be assigned Skim Tokens unless mission rules state otherwise.

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 , and may change 1 blank result to an result.

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

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 any 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 result for each hyperdrive token. Only modify using **Focus** tokens.
4. If the result is 3 or , 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)