



X-Wing 2.5 Quick Reference



















THE GAME ROUND

1. **Planning Phase:** Each player secretly plans their ships' maneuvers by assigning them facedown dials.
2. **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.
3. **Activation Phase:** In ascending order of initiative, each ship reveals its dial, executes its maneuver, and may perform one action.
4. **Engagement Phase:** In descending order of initiative, each ship may perform one attack.
5. **End Phase:** Remove circular tokens. Recover recurring charges. Remove negative recurring charges.

Initiative tie-breaker (Random Order After Dials):

During setup and each round after dials are set, each player rolls 3 . The player with the most ✨, then , then ✨ is the first player.



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.
-  **Evade:** 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**
 - a. Roll Attack Dice
 - b. Defender Modifies Attack Dice
 - c. Attacker Modifies Attack Dice
3. **Defense Dice**
 - a. Roll Defense Dice
 - b. Attacker Modifies Defense Dice
 - c. Defender Modifies Defense Dice
4. **Neutralize Results**
 - a. ✨ Results Cancel ✨ Results
 - b. ✨ Results Cancel ✨ Results
 - c. Determine Whether Attack Hits
5. **Deal Damage**
 - a. Defender Suffers ✨ Damage
 - b. Defender Suffers ✨ Damage
6. **Aftermath**
 - a. Resolve "After Defending" Abilities
 - b. Resolve "After Attacking" Abilities
 - c. 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 ✨, gain 1 ion token. On ✨, gain 3 ion tokens.

Loose Cargo & Spare Parts: Gain one strain token.
Roll one , on ✨ or ✨, gain one stress token.



Calculate

During attack, spend 1 or more to change a to . During defense, spend 1 or more to change a to .



Evade

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



Focus

During Modify Attack Dice, spend to change all to . During Modify Defense Dice, spend to change all to .



Reinforce

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



Jam

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



Disarm

Cannot attack while disarmed.



Tractor

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°.



Cloak

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



Ion

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



Target Lock

During Modify Attack Dice, spend to reroll any number of .



Stress

Cannot perform actions. Attempt red maneuver: white [2 ↑] instead. Remove one stress token after a blue maneuver.



Strain

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



Deplete

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



Critical Marker

Reminder that a damage card effect applies.



Shield

Flip to cancel or results. Certain effects can recover shields, flipping them again.



Charge

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



Force Charge

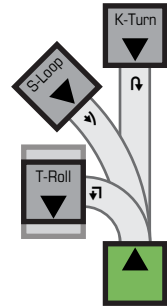
During attack, spend 1 or more to change a to . During defense, spend 1 or more to change a to . Recover at most one charge per ship during End Phase.

MANEUVERS

Koigoran 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.

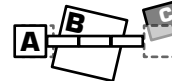


OVERLAPPING / BUMPING

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

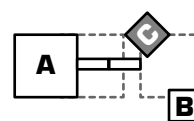
Enemy ship: If not stressed, may perform a focus or calculate action as a red action (gain stress token). Then skip the Perform Action step.

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



Example 1

*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 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

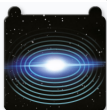
Blazer Bomb: (Device, Bomb) At the end of the Activation Phase, this device detonates. When this device detonates, each ship & remote at range 0–1 rolls 1 attack die. Each ship/remote suffers 1 ✱ damage for each ✱/✱ result. After this device detonates, place a **Blaze obstacle** with a fuse on it by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



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 👁/✱ result, and gains 1 disarm token for each ✱ result. Each remote at range 0–1 loses 1 shield for each blank result and suffers 1 damage for each 👁/✱ result.



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 ✱ damage for each ✱/✱ result



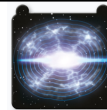
Ion Bomb: (Device, Bomb) At the end of activation, this device detonates. When this device detonates, each ship at range 0–1 gains 3 ion tokens, and each remote at range 0–1 suffers 1 ✱ damage.



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 ✱/✱ damage for each matching result.



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 ✱ damage.



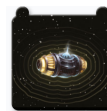
Proximity Mine: (Device, Mine) After a ship overlaps or moves through this device, it detonates. When this device detonates, that ship rolls 2 attack dice. That ship then suffers 1 ✱ damage plus 1 ✱/✱ damage for each matching result.



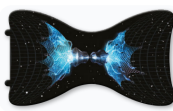
Concussion Bomb: (Device, Bomb) At the end of the Activation Phase, this device detonates. When this device detonates, each ship & remote at range 0–1 is dealt 1 facedown damage card. Then, each ship at range 0–1 must expose 1 damage card unless it chooses to gain 1 strain token.



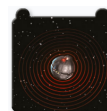
Seismic Charge: (Device, Bomb) At the end of the Activation Phase, this device detonates. When this device detonates, choose 1 obstacle at range 0–1. Each ship and remote at range 0–1 of the obstacle suffers 1 ✱ damage. Then remove that obstacle.



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



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 👁 result, and each ship & remote suffers 1 ✱/✱ damage for each matching result.



Remotes

Buzz Droid Swarm

Types: *Device, Remote*



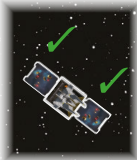
System, Activation, and End Phase: No effect.

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



Sensor Buoy

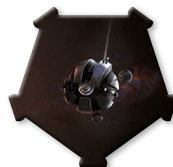
Types: *Device, Remote*



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 ♣}, {2 ♠}, or {2 ♠} 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 ❷ result, the DRK-1 probe droid suffers 1 ✱ 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 ♣}, {2 ♠}, or {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 1-2 ♣ attack. To perform an attack you must spend 1 ♣. While you perform an attack, you may change 1 ❷ result to a ✱ 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.