

X-Wing 2.5 Quick Reference

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 (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

- 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

OBSTACLES

Obstructed Attack:

When attacking through any obstacle, defender adds one .

Moving through or overlapping:

While at range 0:

Asteroid:	Suffer one  or  ; roll one  : On  or  suffer another 	cannot attack
Blaze:	Roll one  : On  or  suffer one  ; on  gain one stress token. Skip Perform Action step.	
Debris Cloud:	Gain stress token, roll one  : suffer any  or 	cannot attack
Electro-Chaff Cloud:	Break all locks on and from your ship, gain one jam token. Roll one  : on  or  gain one stress token.	cannot acquire locks or be locked
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.	cannot attack, cannot acquire locks or be locked
Loose Cargo & Spare Parts:	Gain one strain token. Roll one  : on  or  gain one stress token.	

Ending maneuver overlapping any obstacle:
Skip Perform Action step.

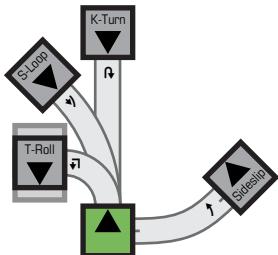
Critical Calculate	During attack, spend 1 or more to change a to . During defense, spend 1 or more to change a to .		Reminder that a damage card effect applies.
Evasive	During Modify Defense Dice, spend 1 or more to change a blank or result to an result.		Flip to cancel or results. Certain effects can recover shields, flipping them again.
Focus	During Modify Attack Dice, spend to change all to . During Modify Defense Dice, spend to change all to .		Flip to spend for various effects. When [\uparrow] present, recover one charge (per card) during End Phase by flipping it again.
Reinforce	When attacker is in full arc (or) matching the token, before taking two or more damage, add one .		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.
Jam	Jamming ship chooses one green token or target 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 [$1 \uparrow$]. Cannot cause the ship to move through or overlap an obstacle. If moved by opponent, may gain a stress token to rotate 90°.		
Clock	Roll two more . Cannot attack. Spend during System Phase to or straight . Small ships use [$2 \uparrow$] template.		
Target Lock	During Modify Attack Dice, spend to reroll any number of .		
Stress	Cannot perform actions. Attempt red maneuver: white [$2 \uparrow$] 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.		
Ion	Ship is ionized when it has 1 (S), 2 (M), or 3 (L) ion tokens, then: Cannot acquire or maintain locks. Activate as usual, but: Execute Ion Maneuver (blue [$1 \uparrow \uparrow \uparrow$]) with the same direction as shown on the dial (if results in [$1 \uparrow$]), dial is not considered to have been revealed; only allowed; remove all ion tokens.		

MANEUVERS

Ⓐ **Koigran Turn:** Use \uparrow template, placing front ship guides.

Ⓑ **Segnor's Loop:** Use \downarrow template, placing front ship guides.

Ⓒ **Tallon Roll:** Use \leftarrow template, rotate 90° into turn and align hashmark to left, middle, or right of template like a barrel roll.



Sideslip: Move sideways with a \nwarrow , \nearrow , \swarrow , or \searrow template: place on right side of the ship for \nwarrow , left for \nearrow , other end in the ship's .

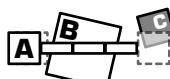
OVERLAPPING / BUMPING

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

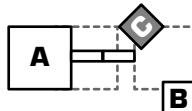
Enemy ship: If not stressed, may perform a focus or calculate action as a red action (gain stress token). Then skip the Perform Action step.

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 . 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.



Blaze: (obstacle) During the End Phase, remove each Blaze with no fuse markers, then remove one fuse marker from each Blaze.



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.



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.



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 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 / 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.



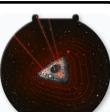
Ion Bomb: (Device, Bomb) At the end of activation, this device detonates. When this device detonates, each ship at range 0–1 gains 3 ion tokens, and each remote at range 0–1 suffers 1 damage.



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.



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.



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 \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.

Standard Play Scenarios

Setup

Setup is nearly identical in all 4 scenarios:

1. **Place 1 Satellite in the center of the play area**
(use a Supply Cache for Salvage Mission)

2. (only if not Chance Engagement)

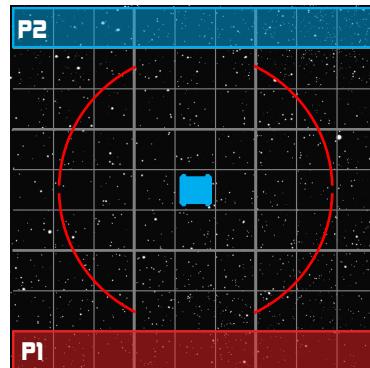
Place 4 (or 2 for StT) more Satellites/Supply Caches:

alternating, at range 3 of the center satellite/cache, > range 2 of others.
Each player places their first satellite/cache at range 2-4 of their board edge,
the second at range 2-4 of the opponent's board edge.

Valid locations are shown in red.

3. **Place 6 obstacles as usual**

Obstacles cannot overlap satellites or supply caches,
> range 1 of other obstacles, > range 2 of each edge of the play area



Victory

1. At the end of the End Phase:
 - if **only one player has ships remaining**, they win immediately.
 - if one player has **≥ 20 mission points and more than their opponent**, the game ends.
2. At the end of the 12th round, the game ends.
3. At the end of the game, if both players have at least one ship remaining, the player with the most mission points wins.

Scenario Features

Satellites and supply caches are scenario features, and cannot be moved, attacked, damaged, locked, or destroyed unless specified in scenario rules. They do not obstruct attacks.

Scenario Actions

Scenario actions are white actions available to every ship, they can only be performed during the Perform Action step (not if the ship is granted an action at any other time). [Scenario Actions can only be used starting on the second round.](#)

Chance Engagement

Setup: 1 satellite



Scoring

- At the start of the game, earn mission points equal to **opponent's deficit**.
- Starting on the second round**, at the start of the End Phase, earn 1 mission point if you **contest** the satellite (have one or more ships at range 0-2 of the satellite). **If only one player is contesting the satellite, that player scores one additional mission point.**
- When a **ship is reduced to half its health** (combined total hull and shields, including modifications), the opposing player immediately gains mission points equal to half the squad point value, rounded down.
- When a **ship is destroyed or removed from the game**, the opposing player earns mission points equal to the remaining squad point value (half rounded up - or all, if it was not previously reduced to half its health).

Salvage Mission

Setup: 5 supply caches



Scoring

- At the start of the game, earn mission points equal to **opponent's deficit**.
- Starting on the second round**, at the start of the End Phase, earn 1 mission point for **each supply cache** on a friendly ship's card.
- When a **ship is destroyed or removed from the game**, the opposing player earns mission points equal to the squad point value of that ship.

Scenario Action: Tow

(Only use this action starting on the second round.)

Choose a supply cache at range 0-1. Remove the supply cache from the play area and place it on your ship's card (max. 1 per ship). Then place one of your player markers next to the ship to show that it is towing a supply cache. **After performing a tow action, remove any cloak tokens from your ship.**

At the end of a ship's activation, it may choose to **jettison** its supply cache: The opposing player places it at range 1 of the ship.

The supply cache is **automatically jettisoned** if the ship suffers a ***** damage, is destroyed, is placed in reserve, or flees.

When a ship is towing a supply cache, it **cannot perform D , + , $\text{\textcircled{S}}$, or $\text{\textcircled{A}}$ actions, or gain cloak tokens.**

Assault at the Satellite Array

Setup: 5 satellites



Scoring

- At the start of the game, earn mission points equal to opponent's deficit.
- Starting on the second round**, at the start of the End Phase, earn 1 mission point for **each satellite under your control** (have more ships at range 0-1, medium & large ships count as 2 ships)
- When a **ship is destroyed or removed from the game**, the opposing player earns mission points equal to the squad point value of that ship.

Scramble the Transmissions

Setup: 3 satellites



Scoring

- At the start of the game, earn mission points equal to **opponent's deficit**.
- Starting on the second round**, at the start of the End Phase, earn 1 mission point for **each satellite under your control** (have a marker on the satellite)
- When a **ship is destroyed or removed from the game**, the opposing player earns mission points equal to the squad point value of that ship.

Scenario Action: Scramble

(Only use this action starting on the second round.)

Choose a satellite at range 0-1 and **place one of your player markers on it**. If the chosen satellite has another player's marker on it, **remove it before placing your own**.

While a satellite is marked with a player's marker, that player controls the satellite.

