Chapter 1 : Star Wars X-Wing Rule Now Available - Bell of Lost Souls

With its dynamic rules system, beautifully detailed components, and range of gameplay options, X-Wing immerses players in the tense cinematic excitement of Star Wars interplanetary combat. Take to the stars, and decide the fate of the galaxy!

That answers both my questions at the same time. September 17, at Could you throw something together as card backs for the reference and AI cards? I would be perfectly happy with the cover of the manual being used. Also, could you put the terrain that are in the AI Stat Cards onto their own sheet? I would do this myself rather than ask you guys to do it, but I know nothing about editing PDFs. Trey Dismukes â€" all of these changes are coming in v0. I expect to put up those files within the next week or so. I tried to get the booklet printed at my local FEDexKinkos. And the said I needed a print release statement from the author to be able to print the booklet out. Could it be possible to have the dials diagram on the IA stat cards in the bottom left? If all players agree, all cards that are unique, including pilot abilities and crew, are not considered unique for the campaign. All players may purchase and equip them. September 19, at 8: Making everything unique in that situation would have been too difficult and added too much bookkeeping to be worthwhile. Anyway, the only Rebel Abilities we found extremely powerful were Jake Farrell and Keyan Farlander - almost every ship can make excellent use of them once they hit PS7. September 28, at Flying a mission with my boys is a meaningful family event. I have been a gamer for over 40 years, and I have rarely had such a delightful time. September 29, at 4: Couple more questions for youâ€" 1 For Capture Officer Part I, the card says only 6 asteroids are needed, and the setup diagram only shows 6, but the mission description says there are also 6 debris clouds. What should we use? Can a shuttle can end up parked indefinitely facing the edge? Swerving is really only intended to provide a framework for resolving awkward situations with the AI. If the board edge is involved and the 0 is the only maneuver that keeps the shuttle in play then rules as written it will be chosen. October 7, at 9: With that many players and no dedicated green dice master, the AI concentrating firepower is making the game less enjoyable for many casual players. I have shown some of the players ship builds that are very efficient at a specific job 3 guys building damage or support , but most of the casual guys 3 in our group are just trying to spend all the points as they get them. This pulls down the ability of the whole group and makes it less enjoyable. These issues I am facing are more specific to group dynamics, I totally love the mechanics of what you have done and very much look forward to watch this grow!

Chapter 2 : Argonor's Wargames: Star Wars: X-Wing: Quick Start Rules AAR, Episode I

Star Wars: X-Wing Miniatures Game Manual - Fantasy Flight Games.

Friday, 11 October Star Wars: Quick Start Rules AAR, Episode I As promised, I shall now offer a thorough description of a game using only the basic quick-start rules - in other words, the version you are most likely to meet if you play for the first time, or use when introducing new players to the game. The extra Tie Fighters and one more X-Wing should come in handy, too ;o Have a good look at all the components â€" with the prepainted models an impressive sight, right? You do need some room for maneuvering, if you want to use any kind of tactics, rather than just attack head-on. Starting positions seen from the Imperial side, with the Order Dials in place The antagonists start on opposite table edges, otherwise there is no restrictions. The board here is laid out with ships at starting positions and the tools of trade ready for use. TURN 1 The first thing to do is chosing an order for each pilot. When all orders have been placed, the pilot with LOWEST Skill reveals his order and takes the movement ruler associated with the manouvre on the wheel. Bank soft turn to the right. The ruler is placed in front of the ship it fits between 2 tabs on the base , and is held firmly in place on the table while the ship is moved to the front end of the ruler and placed so that the ruler againg fits between 2 tabs, this time at the rear of the base. The rebel pilot with Skill 2 has chosen to outflank his opponents. With a Speed 3 Turn to the right, he seeks to avoid being caught in cross-fire between the 2 Ties. The Imperial Obsidian Squadron Pilot Skill 3 has not foreseen the maneouvre of the X-Wing, and makes a soft turn to the left â€" undoubtedly to try getting behind the Rebel, but now seemingly leaving the lesser skilled Academy Pilot to exchange the first blows with him. The Obsidian Squadron Pilot, realizing his initial mistake, makes a Speed 3 bank right to start closing the gap to his wingman. The X-Wing and the Tie-Fighter of the Academy Pilot are just outside range of each other, and the turn ends with no shots being exchanged. TURN 3 The Tie Academy Pilot, anticipating that the Rebel will continue circling him, decides to make a Speed 4 Koiogran Turn, which makes the ship fly in a straight line, turning on the way, ending up pointing in the opposite direction. The shrewd Rookie Pilot, though, makes a Speed 2 turn right, which may be very bad news for the Academy Pilot, while the Obsidian Squadron Pilot makes a Speed 3 turn right to join the fray. Closely tailing the Tie-Fighter, the Rookie Pilot opens up with his primary weapons, the laser cannons. In addition, the target is in Range 1, giving the firer 1 bonus attack die. The result of the roll is: The bonus die comes up with another Focus. The result of the roll is 1 Blank, 2 Evade. Each Evade cancels out one Hit, thus the Imperial Pilot easily escapes the deadly laser bolt hail, and the turn ends. I apologize for the awful fotos of the dice; I played in our conservatory, and the glass walls let so much light in, that the slightly glossy surface of the dice reflected it from every angle. The Critical Hit just counts as a normal hit in this scenario. The Rookie Pilot rolls 2 defense dice, resulting in 2 Evade; No blood is drawn, and the X-Wing returns fire, rolling 3 dice for the pilots attack value, and 1 bonus die for Range 1. A Tie-Fighter has Defense Value 3, and rolls 1 Focus Blank , 2 Evade, cancelling out 2 of the hits â€" BUT the Tie has been hit 1 time and suffers 1 damage â€" marked by a card from the Damage Deck face down on the Pilot Card under the full rules, if suffering a Critical Hit, the card would be face up, and the effect on the card would come into play. The Academy Pilot has no bearing on the X-Wing, and the turn ends.

Chapter 3 : Heroes of the Aturi Cluster â€" Co-operative Rebel Campaign | docking bay

General Rules Pages Phases/ Order of Gameplay, Actions, Initiative, Damage, Stress, Errata/ FAQ, Fleet Construction Also see Common Terms for a list of unofficial terms you may hear people use (such as "blocking").

Come see all the changes in action! I was nervous as I sat down to play Star Wars: I had my bags on me and I took it slow, but as I got to the dry, flat concrete curb I took a mis-step and rolled my ankle. I think between the adrenaline of the injury and knowing that I was going to get to take a crack at X-Wing 2. That all changed when the camera started rolling. After I got my rig setup, Frank Brooks and Max Brooke showed up with the familiar-yet-different cards and minis. We started getting the game ready to play. I took a look at the cards for the first time and admired the changes. They looked sleeker than before. The Upgrades were full-sized. The tokens looked better, too. It was a LOT to take in. As I was trying to learn the new abilities of the pilots, their upgrades and their new dials, I started to get a little worried. I had to learn everything all over again and FAST. And I was going to play against the guy who had basically been neck-deep in X-Wing for the past five years. So ya â€" I was nervous as I sat down to play Star Wars: The day before I had a chance to sit down and talk about a lot of the changes. I asked for something simple that showcased some of the new changes to the T and Turrets. Wedge is still great â€" if you can take those shots with him! As we got going I started to ease back into the game. It took a few turns but by the end of the game I was feeling less nervous and more excited about X-Wing than I had in a long time. Even turrets required more than just flying in a circle and rolling dice because the other player could arc dodge them. Could you still use your old set of templates? The cards are just plain better, too. When you have special upgrades like the S-foils, those slot in to the left of the card. The tokens are also easier to work with as well. There was a bit more book-keeping but I think with some more play time it could be pretty easy. We spent a lot of time during the game just talking about the changes IN the game as well as my options and often terrible choices. I really started to pick-up on that. All your current ships have been re-worked and will be in the new edition. Some of the pilots may be different, but your plastic is still good to go. Intuitive mechanics create the tense atmosphere of a firefight while beautifully pre-painted miniatures draw you deeper into the action. Man your ships and enter the fray!

Chapter 3 : Heroes of the Aturi Cluster â€" Co-operative Rebel Campaign | docking bay

Chapter 4 : Star Wars: X-Wing Miniatures Game | Wookieepedia | FANDOM powered by Wikia

Fantasy Flight Games has released the Star Wars X-Wing Second Edition rules online for free! Time to make the jump to lightspeed and check out all the changes for yourself. The day is finally here and the rules for X-Wing are now available online right HERE!

Edit The active ship can perform one standard action during the "Perform Action" step of the Activation phase. Ships can also perform free actions as instructed by cards or mission rules. A stressed ship cannot perform actions, even free actions. A ship must skip its "Perform Action" step if it overlapped another ship while executing a maneuver. A ship can still perform free actions even if it moved through or overlapped an obstacle , as long as the ship is not stressed. A ship cannot perform the same action more than once during a single round, even if one or more of the actions are free actions. If a ship has more than one copy of the same Damage or Upgrade card, it still cannot perform the action described on those cards more than once per round. If a card ability or mission effect grants a ship a free action for which it does not have the matching action icon in its action bar, it may still perform that action. A ship can choose not to perform an action during the "Perform Action" step or when granted a free action. It does not count as the one standard action that a ship performs during the "Perform Action" step. A stressed ship cannot perform free actions. A ship can perform free actions even if it skipped "Perform Actions" step due to overlapping an asteroid obstacle or another game effect. If a ship is specifically granted a free barrel roll action or a free boost action and cannot complete the action in the desired direction, it may choose a different direction. It cannot choose to perform a different action. If the effect granting a free action does not specify which actions are allowed for example, Push The Limit specifies a free action on your action bar , then the ship may perform any action it could normally perform from action bar, upgrade cards, etc. You must still follow all action rules; for example, you still cannot perform the same action twice in a round. Barrel Roll Ships with the barrel roll icon in their action bar may perform the barrel roll action to move laterally and adjust their position. To perform a barrel roll with a small ship, follow these steps: Take the [Straight 1] maneuver template. The template cannot be placed beyond the front or back edges of the base. Lift the ship off the play surface, then place the ship at the other end of the template. A ship cannot barrel roll if it would overlap another ship or an obstacle token, or if the maneuver template would overlap an obstacle token. A ship cannot barrel roll if this would cause the ship to flee the battlefield. When a player declares a barrel roll action for his ship, he must also declare whether the ship is barrel rolling to the left or the right before placing the maneuver template on the play area. If a player declares a barrel roll action for his ship and cannot complete the action in the desired direction, he may choose a different direction or a different action entirely. All other rules for performing a barrel roll apply as normal. Boost Ships with the Boost icon in their action bar may perform a boost action. To boost, follow these steps: Move the ship to the opposite end of the template and slide the rear guides of the ship into the template. A ship cannot boost if it would overlap another ship or an obstacle token, or if the maneuver template would overlap an obstacle token. When a player declares a boost action for his ship, he must also declare which direction he is boosting before determining if he can complete the boost into that direction. If a player declares a boost action for his ship and cannot complete the action using the desired direction, he may choose a different direction or a different action entirely. Performing a boost does not count as executing a maneuver. When a ship performs the cloak action, assign one cloak token to that ship. A cloaked ship follows these rules: The agility value of a ship with a cloak token is increased by 2. While a ship has a cloak token, it cannot perform attacks. A ship cannot perform the cloak action while it already has a cloak token. Cloak tokens are not removed during the End phase. At the start of the Activation phase , after players have resolved all other abilities that trigger at the start of the Activation phase, each ship may spend a cloak token to decloak, starting with the ship with the lowest pilot skill using initiative to break ties. When a ship decloaks, it must choose one of the following effects: Perform a barrel roll using the [Straight 2] maneuver template. Perfom a boost using the [Straight 2] maneuver template. After all decloaking has been resolved, the Activation phase continues as normal. Decloaking is not an action or a maneuver. A ship can decloak even while stressed. When a player

declares that his ship is decloaking, he must declare whether it is barrel rolling to the left, barrel rolling to the right, or boosting forward before placing a maneuver template on the play area. A ship cannot decloak if it would overlap another ship or an obstacle token, or if the maneuver template would overlap an obstacle token. A ship cannot decloak if this would cause the ship to flee the battlefield. If a ship cannot decloak in the desired direction, it may choose another direction or choose not to decloak. If a ship cannot decloak in any direction, it cannot decloak. Coordinate Edit Ships with the Coordinate icon in their action bar may perform the coordinate action. Usually a huge ship To perform the coordinate action, choose another friendly ship at Range That ship may immediately perform one free action. It must still follow all the rules for a free action. Squad Leader offers a similar ability, but with more restrictions. Evade Edit Ships with the evade icon in their action bar may perform the evade action. To perform the action, assign one evade token to the ship. When defending, the ship may spend that token to add one additional evade result to his defense roll. All unspent evade tokens are removed from ships during the End phase. A ship can have more than one evade token, but still cannot spend the same token type on the the same effect multiple times on the same attack. If an ability instructs a player to assign an evade token to a ship, this is different than performing an evade action. The ship is assigned the token without performing the action and may still perform the evade action this round. To perform the action, assign one focus token to the ship. When attacking or defending, the ship may spend that token to change all of its focus results to hit results on attack dice or evade results on defense dice. All unspent focus tokens are removed from ships during the End phase. A ship can have more than one focus token. A ship can spend a focus token even if it did not roll any focus results. If a card ability instructs a player to assign a focus token to a ship, this is different than performing a focus action. The ship is assigned the token without performing an action and may still perform the focus action this round.

Chapter 5 : Actions | X-Wing Miniatures Wiki | FANDOM powered by Wikia

A tactical ship-to-ship combat game for fast-paced space combat, Star Wars X-Wing is brilliant for any fan of Star Wars & fun! See our range of X-Wing here.

Chapter 6 : X-Wing Rules Questions - FFG Community

Game description from the publisher: Star Wars: X-Wing Miniatures Game is a tactical ship-to-ship combat game in which players take control of powerful Rebel X-wings and nimble Imperial TIE fighters, facing them against each other in fast-paced space combat.

Chapter 7 : Star Wars: X-Wing Miniatures Game - Wikipedia

FFG- Star Wars- X-Wing Miniatures Tutorial - Multi-action Rules. A free action is an action granted to a ship through a card ability or other effect.

Chapter 8 : Star Wars: X-Wing Miniatures Game | Board Game | BoardGameGeek

Matthew goes over all the rules that he and Dave got wrong during their very first Star Wars games.

Chapter 9 : General Rules | X-Wing Miniatures Wiki | FANDOM powered by Wikia

A place to discuss the rules and clarifications for X-Wing.