

X-WING™ HUGE SHIP RULES

All changes and additions made to this document since the previous version are marked in red.

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NEW RULES

The following sections describe rules introduced with huge ships.

THE EPIC ICON

Ships with the epic icon (Ⓜ) next to the card title on the Ship card can be fielded only in Epic Play. They can also participate in specific missions of Cinematic Play when called for by the mission, however these ships cannot be fielded in 100-point squads of Standard Play.



HUGE RANGE RULER

Some expansion packs include a range ruler that is larger than the range ruler in the core set. This huge range ruler adds Range 4 and Range 5 to the three sections of the ruler from the core set. Only ships using a weapon or card effect that specifically affects targets at a range beyond Range 3 may use the huge range ruler.

If a ship attacks at **Range 3 or beyond** with its primary weapon, the defender rolls **one** additional defense die during the "Roll Defense Dice" step of combat.

HUGE SHIP RULES

Some ships, such as the CR90 and the GR75, have two large plastic bases. Such ships are classified as **HUGE** ships, which are governed by the following rules.

HUGE SHIP SECTIONS

Huge ships count as a single ship consisting of two bases, one ship token, and one or two Ship cards. The ship token is divided into two halves by the blue **CENTER LINE**. The front base and the front half of the ship token comprise the **FORE SECTION**. The rear base and the rear half of the ship token comprise the **AFT SECTION**.

MULTIPLE SHIP CARDS

Some ships, such as the CR90, have two Ship cards, one for each section. Each Ship card has two sides and begins the game at full strength (with its "crippled" side facedown; for more details, see "Crippled Sections for Ships with Multiple Ship Cards" on page 3).

ACTIVATION PHASE

During the Activation phase, huge ships activate after all small and large ships have activated. For more details see "Huge Ship Activation" "Huge Ship Activation" on page 3.

HUGE SHIP MOVEMENT

Huge ships use a special maneuver template instead of the templates included in the core set.

To execute a straight maneuver, follow these steps:

STRAIGHT MANEUVER EXAMPLE

1. The Rebel player flips his dial to reveal his chosen maneuver: [↑ 2].
2. The Rebel player takes the GR-75 maneuver template and sets it so that the bottom line of the template aligns with the rear edge of the GR-75's front base.
3. The Rebel player holds the template in place and moves the GR-75 so that the rear edge of the GR-75's front base aligns with the ↑ 2 speed line.

BANK MANEUVER EXAMPLE

1. The Rebel player flips his dial to reveal his chosen maneuver: [↑ 1].
2. The Rebel player takes the GR-75 maneuver template and sets it so that the corner of the rear edge of the GR-75's front base fits snugly into the notch at the bottom of the template.
3. The Rebel player holds the template in place and moves the GR-75 so that the front-right corner of the GR-75's front base fits snugly into the right angle just below the ↑ 1 image on the template.

1. Place the huge ship maneuver template on either side of the ship's front base so that the bottom line of the template aligns with the **rear edge** of the ship's **front base**.
2. Pick up the ship and place it so that the **rear edge** of the ship's **front base** aligns with the revealed maneuver's speed line.

To execute a bank maneuver, follow these steps:

1. Place the template on the side of the front base so that the bearing arrows on the template match the bearing of the revealed maneuver. Do this so that the corner of the **rear edge** of the ship's **front base** fits snugly into the notch at the bottom of the template.
2. Pick up the ship and place it so that the front corner of the ship's **front base** fits snugly into the right angle just below the chosen maneuver's image on the template.

ENERGY

Huge ships can gain **ENERGY**, which they can spend to perform special actions and trigger effects. For each point of energy that a huge ship gains, place one energy token on the Ship card. For each point of energy a huge ship spends, remove one energy token from the Ship card and return it to the token supply.

The maximum number of energy tokens that a card can have at any time is its **ENERGY LIMIT**. A ship's energy limit can be increased with certain upgrade cards. If at any time a card has a number of energy tokens that exceeds its energy limit, immediately return the excess energy tokens to the token supply.

Energy tokens remain on cards until removed by an effect.

ENERGY STEPS IN THE ACTIVATION PHASE

To gain and spend energy, huge ships resolves two additional steps during the Activation phase. These steps occur between the "Clean Up" and "Perform Action" steps, and they occur in the following order:

1. **Gain Energy:** The huge ship gains a number of energy tokens equal to the number of energy icons shown on the chosen maneuver on the maneuver dial (below the speed number).
2. **Allocate Energy:** The huge ship's controlling player may remove energy tokens from his Ship card and place them on any cards with an energy limit that are equipped to this ship. He cannot place energy tokens on a card in excess of its energy limit.
3. **Use Energy:** The huge ship may use **one or more** of its Upgrade cards or Damage cards with the "**ENERGY:**" header. Each card with this header can be used only once per round.



Energy Token



Energy Limit



Energy Limit Increase



Energy Icons

ENERGY: Spend to remove all st


"Energy:" Header on an Upgrade Card

ENERGY: Spend to flip this card


"Energy:" Header on a Damage Card


HUGE SHIP ACTIONS

Recover []

Ships with the  action icon in their action bar may perform the **RECOVER** action. To do so, remove **all** energy tokens from the corresponding Ship card. For each energy token removed, that ship recovers one shield. For ships with multiple Ship cards, for each energy token removed, the ship recovers one shield on either of its section. A huge ship cannot exceed a ship card's shield value with a recover action.

Reinforce []


Ships with the  action icon in their action bar may perform the **REINFORCE** action. To perform this action, place one reinforce token next to either the fore or aft section of the ship.

When a ship with a reinforce token is defending, the reinforce token adds one  result to its defense roll, but only if that token is assigned to the targeted section.


This effect does not spend the reinforce token; thus, a reinforce token can provide this effect for multiple attacks during a single round.

During the End phase, remove all reinforce tokens along with focus and evade tokens.

Jam []

Ships with the  action icon in their action bar may perform the **JAM** action. To do so, choose one enemy ship at Range 1–2 and assign it stress tokens until it has a total of two stress tokens.

Target Lock []


Some huge ships have the  action in their action bar. This allows them to acquire target locks as described on page 9 of the core set rulebook.



Reinforce Token

When a huge ship acquires a target lock, the blue target lock is placed next to the ship. It is not assigned to either section, and it can be spent by either section.

Coordinate []

Ships with the  action icon in their action bar may perform the **COORDINATE** action. To do so, choose another friendly ship at Range 1–2. The chosen ship may immediately perform one free action.

Performing Actions from a Ship with Two Ship Cards

During the "Perform Action" step, ships with two sections may perform two actions. The first action must be an action in the fore section's action bar or an action from one of the fore section's Upgrade cards or Damage cards. The second action must be an action in the aft section's action bar or an action from one of the aft section's Upgrade cards or Damage cards.

Measuring Range from Huge Ships During Actions

When a player performs an action or uses a card from a specific section, he measures range from the closest point of the huge ship to the affected ship(s). For example, if the fore section of a CR90 performs the coordinate action, another friendly ship at Range 1–2 from the closest point of the CR90 may immediately perform one free action.

COMBAT PHASE

The following sections describe how huge ships operate during combat.

HUGE SHIP ATTACKS

During the Combat phase, each huge ship may perform one attack with its primary weapon and may perform one attack with **each** of its secondary weapons. Each attack must be fully resolved before it begins another.

Some huge ships, such as the GR-75, do not have a printed attack value and therefore cannot perform primary weapon attacks during the Combat phase.

HUGE SHIP AGILITY

Huge ships have an agility value of "0," but they can roll additional defense dice granted by card effects, range combat modifiers, obstructed attacks, etc.

TARGETING A HUGE SHIP

To target a huge ship, choose a section (either fore or aft) of a huge ship that the attacking ship can target normally. Then, measure a line from the exact center of the attacking ship's base to the exact center of the base for the chosen section of the huge ship. If this line is not obstructed by the blue center line on the huge ship's ship token, the attacker can declare the chosen section as his target.

The range of the attack is determined by the line measured from the closest point of the attacking ship to the closest point of the chosen huge ship's section **that is inside the attacking ship's firing arc**. If using an attack that ignores firing arcs, measure this line without regard to firing arc.

If the attacker determines that he cannot target the chosen section, he may choose another target.

TURRET PRIMARY WEAPON

Some huge ships have a primary weapon that is a turret. Thus, the Ship card will show the **turret primary weapon icon**, and the ship token will show a circular red arrow as a reminder.

When that ship attacks with its turret primary weapon, it may target an enemy ship **inside or outside its firing arc**, and it measures range from the corresponding section's **base**.

When that ship targets a ship outside of its firing arc, measure a line from the exact center of the chosen ship's base to the exact center of the huge ship's corresponding base. If this line is not obstructed by the blue center line on the huge ship's token, the huge ship can declare the chosen ship as the defender.

Primary Weapon Range

Some huge ships have a Range restriction for their primary weapon. For example, the CR90's primary weapon uses Range 3-5 (see "Huge Range Ruler" on page 1). To denote this increased range, the weapon range is shown on the Ship card.



Primary
Weapon
Range

ADDITIONAL FIRING ARCS

Some huge ships have different firing arcs. For example, the CR90 has four firing arcs printed on the ship token; there are two firing arcs in the fore section and two firing arcs in the aft section. If a section of the CR90 has a secondary weapon equipped, that secondary weapon must target a ship inside **either** firing arc from its corresponding section.

DAMAGE

Huge ships have pairs of unique Damage decks; one for the ship's fore section, and one for the ship's aft section. When the huge ship is dealt a Damage card, draw the card from the deck that corresponds to the targeted section and place it next to the corresponding Ship card.



Fore
Damage
Deck

For a huge ship with a single ship card, all Damage cards that are placed next to the Ship card count against that ship's hull value.

If an effect would damage both sections of a huge ship, the opposing player chooses one section, and the chosen section suffers the damage.



Aft
Damage
Deck

If a huge ship suffers damage from a source that does not explicitly affect a single section, the opposing player chooses which section suffers the damage. Crippled sections cannot be chosen.

CRIPPLED SECTIONS FOR SHIPS WITH MULTIPLE SHIP CARDS

When the number of Damage cards dealt to a section equals or exceeds its hull value, that section is **CRIPPLED**. The crippled section's Ship card is then flipped to the crippled side.

A Ship card's crippled side has fewer Upgrade icons than its normal side. When a Ship card's crippled side is revealed, the controlling player must choose and discard any Upgrade cards in excess of the upgrade icons depicted on that side. Similarly, he must discard any energy tokens in excess of the energy limit on that side. Titles and modifications are not discarded.

Crippled sections cannot be the target of an attack and cannot suffer damage.

If both sections of a huge ship with multiple Ship cards are crippled, that ship is destroyed. Immediately remove the destroyed ship from the play area, discard all of its Damage cards to faceup discard piles next to the Damage decks, and return all of its tokens to their respective supplies.

Exception: See "Simultaneous Attack Rule."

SIMULTANEOUS ATTACK RULE

If a section of the huge ship would be crippled by a ship attacking at the same pilot skill value as the huge ship, and that huge ship has not attacked yet, do not flip the Ship card. It may attack as normal during the Combat phase, although any faceup Damage cards just dealt to it may affect its attacks.

After the CR90 has had the opportunity to attack, any section that would be crippled becomes crippled.

ADDITIONAL HUGE SHIP RULES

SETUP

Huge ships follow all standard setup rules. However, during setup, a huge ship's bases may extend outside of Range 1 (or a mission's specified setup area) as long as the ship fully occupies the length of that area.

A huge ship cannot be placed with any portion of its bases outside the play area. A huge ship's figure may extend outside the play area at any time as long as the base remains in the play area.

HUGE SHIP SETUP EXAMPLE



The Rebel player chooses to diagonally place his GR-75 in the setup area. He ensures that the back-left corner of the ship's rear base is touching the edge of the play area, and then he freely adjusts the ship until it is pointing in the desired direction.

HUGE SHIP ACTIVATION

The Activation phase consists of two subphases that players resolve in this order:

- 2a. Small and Large Ship Activation
- 2b. Huge Ship Activation

During "Small and Large Ship Activation," all small and large ships activate in order from lowest pilot skill value to highest pilot skill value.

Then, during "Huge Ship Activation," all huge ships activate in order from lowest pilot skill value to highest pilot skill value.

All other standard rules for activating ships apply as normal. Effects that trigger at the end of the Activation phase resolve at the end of the "Huge Ship Activation" subphase.

Example: *The Rebel player has Rookie Pilot (pilot skill "2"), Luke Skywalker (pilot skill "8"), and one CR90 (pilot skill "4"). During the Activation phase, the Rebel player will activate his ships in the following order: Rookie Pilot, then Luke Skywalker, and finally the CR90.*

OVERLAPPING

Huge ships use modified rules for overlapping.

OVERLAPPING HUGE SHIPS

When a huge ship executes a maneuver and the final position of one of its sections overlaps one or more huge ships, use the standard rules for overlapping ships as described on page 17 of the core set rulebook. However, the huge ship that moved does not skip its "Perform Action" step. Instead, both huge ships are dealt one **faceup** Damage card; each player draws this Damage card from the deck that corresponds to his ship's affected section.

OVERLAPPING SMALL OR LARGE SHIPS

When a huge ship executes a maneuver and the final position of one of its sections overlaps one or more small or large ships, the small or large ships overlapped by the huge ship are immediately destroyed and the huge ship completes its maneuver. The huge ship does not skip its "Perform Action" step.

Then, the huge ship's player rolls one attack die for each small ship destroyed in the overlap and two attack dice for each large ship destroyed in the overlap. Then the huge ship's fore section suffers any damage (✱) and critical damage (✱✱) rolled.

OVERLAPPING OBSTACLES

When a huge ship executes a maneuver and the final position of one of its sections overlaps one or more obstacle tokens, the huge ship is dealt one **faceup** Damage card. Draw this Damage card from the Damage deck that corresponds to the affected section. If both sections overlap, the opposing player chooses which section suffers the damage.

Obstacles do not cause a huge ship to skip its "Perform Action" step. All obstacle tokens that are overlapped by a huge ship are immediately removed from the play area.

The huge ship suffers these effects when one of its sections overlaps an obstacle, **not** when its maneuver template overlaps an obstacle.

SMALL/LARGE SHIP OVERLAPPING A HUGE SHIP

When a small or large ship executes a maneuver and the final position of its base overlaps a huge ship, the overlapping ship must follow the rules under "Plastic Bases Overlapping" described on page 17 of the core set rulebook. Additionally, the player controlling the overlapping ship rolls one attack die and suffers any damage (*) and critical damage (**) rolled.

MODIFICATIONS

Huge ships can equip only modifications that are labeled "*HUGE SHIP ONLY.*"

FOCUS, EVADE, AND STRESS TOKENS

Focus, evade, and stress tokens do not affect huge ships. When a huge ship receives any of these tokens, immediately remove them and return them to the token supply.

ION TOKENS

Some card abilities may cause a ship to receive an ion token. Huge ships do not suffer the standard effects of ion tokens. Instead, when a huge ship gains energy during its "Gain Energy" step, reduce the amount of energy it gains by one for each ion token assigned to it. Then remove **all** ion tokens from the ship at the end of the Activation phase.

TARGET LOCK TOKENS

A ship that acquires a target lock on a huge ship must acquire that lock on a single section of the huge ship. The closest point of the chosen section must be within range. The red target lock token is placed next to the chosen section of the huge ship and its effect only applies to that section.

FREE ACTIONS

Huge ships cannot perform free actions.

OBSTRUCTING

When a ship performs an attack, if its closest-point-to-closest-point line passes through any part of a section of a huge ship and that huge ship is not the target, the attack is obstructed; the defender rolls one additional defense die.

ASSAULT MISSILES

If a huge ship is attacked by Assault Missiles, which damages all ships at Range 1 of the defender, the player measures range from the **targeted section**. The huge ship's other section does not suffer damage in this case.

USING HUGE SHIPS AS OBSTACLES

Players may use huge ships as obstacles instead of as a ship in standard play. To do so, flip the ship token to the starfield side and follow the rules for adding obstacles described on page 20 of the core set rulebook, with the following change: one player places the huge ship obstacle first instead of his three asteroid tokens. Huge ships may not be used as obstacles during tournament play, except in casual events in which the Tournament Organizer has announced prior to the event that they will allow huge ships to be used as obstacles.

The huge ship obstacle is not controlled by any player. It uses the rules for overlapping and obstructing described under the "Additional Huge Ship Rules" section of this rulebook. It does not move, and it cannot be attacked, damaged, or destroyed.

NEW UPGRADE CARDS

The following sections describe some Upgrade cards introduced with huge ships.

SHIP-RESTRICTED UPGRADES

Some Upgrade cards are labeled "*HUGE SHIP ONLY.*" Cards with this label cannot be equipped by small or large ships.

LIMITED UPGRADES

Some Upgrade cards are labeled "*LIMITED.*" A ship cannot equip multiple copies of the same card if that card is labeled as "*LIMITED.*"

