A ship's primary weapon is effective at range 1–3. To determine your firing range, within the firing arc, place the range 1 end of the range ruler against the closest part of the attacker's ship base, and point it toward the closest part of the target's ship base. The ruler's lowest section (1, 2, or 3) overlapping the target ship's base is the firing range. If the ruler does not reach the target, the ship is out of range.

You only receive range combat bonuses when attacking with your ship's primary weapon.

b) **Roll Attack Dice** - The attacker rolls a number of attack dice equal to the ship's primary weapon value 🔴3. Resolve any card abilities that allow you to roll additional (or fewer) dice.
- If target is at Range 1 when using primary weapon, the attacker rolls 1 extra attack die.
- If attacker's ship has a Focus token 👁, it may be discarded it to change all Focus 👁 results on the attack roll to HIT ✴ results.

A ✴ counts as one HIT. A 💥 counts as TWO HITS.

c) **Roll Defense Dice** - The defender rolls a number of defense dice equal to the ship's agility value 🟢2. The defender resolves any card abilities that allow him to roll additional (or fewer) dice.
- If target is at Range 3 when attacker uses the primary weapon, the defender rolls 1 extra defense die.
- If defender has an evade ⟡ token, he rolls 1 extra defense die.
- If defender's ship has a Focus token 👁, it may be discarded it to change all Focus 👁 results on the defense dice to evade ⟡ results.

d) **Compare Results** - For each evade result ⟡, cancel one HIT ✴ from the total of HITS in the attack roll. If there are any HITS remaining, the defending ship takes an equal amount of damage.

Damage is takes from the ship's SHIELD pool first 🔵2. If there are no shields remaining, damage goes directly to the ship's hull 🟡3 (assign one damage card per HIT). When the ship's total cumulative HITS equal its hull, the ship is destroyed.

4. END PHASE
Remove any unspent tokens from all ships. If available, resolve any End Phase abilities on cards.

Set Up
a) **Choose Faction and ships** - One player chooses the Rebels and the other uses the Imperials. For purposes of balance, in the XWJ version of the game, two TIE fighters are equal in power to one X-wing.

For Rebels, take ROOKIE PILOT ship card(s) and stand token(s) for each ship:

For Imperials, take ACADEMY PILOT ship card(s) and stand(s) tokens for each ship:

(Optional Advanced Rule) Like the normal game, each player can also build their squad up to an agreed upon number of squad points. When you become more accustomed to these rules, begin using different pilots for the specific ships. Different pilots add new ship actions and abilities, but cost more.

SHIP CARD ANATOMY

1. Pilot Skill Value
2. Pilot Name
3. Ship Type
4. Faction Icon
5. Primary Weapon Value
6. Agility Value
7. Hull Value
8. Shield Value
9. Ship Type Icon
10. Upgrade Bar
11. Pilot Ability (or basic flavor text)
12. Action Bar
13. Squad Point Cost

b) **Set up play area** - Your play area should have at least 3' x 3' of space. Players sit on opposite sides of the table from each other. The edge of the table closest to you is your starting side, where your ships are first placed on the battlefield. To place one of your ships, lay the firing range ruler straight from your edge of the battlefield. You may place the ship anywhere within the "Range 1" area. Ships may face any direction when you first place them.

Set your ship face up outside of the play area.

Place shield tokens on each of your ship cards equal to the ship's shield value.

Place the Damage deck face down outside the play area.
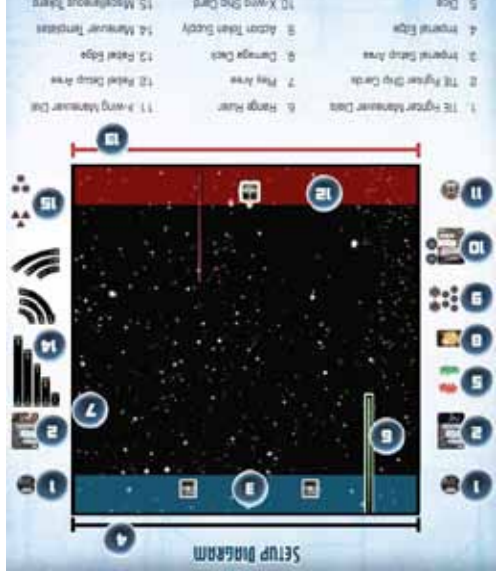
THE GAME ROUND

1. PLANNING PHASE

Each player chooses up to three maneuver templates to test **per ship** and determine where you want your ships to go. Do this by placing the maneuver template flush against the front edge of your ship's base. Then, each player secretly chooses the best maneuver of the three for each of his ships by using its maneuver dial and placing it facedown near that ship.

Note: *Not all ships have access to all maneuver templates! Make sure you choose a template that your ship maneuver dial has!*

2. ACTIVATION PHASE

In **ASCENDING** order of pilot skill, each player does the following for each ship:

a) Reveal each ship's maneuver dial.

b) Perform the maneuver using the maneuver template. Place the maneuver template matching the chosen maneuver flush between the front guides of the ship's base and against the base.

SETUP DIAGRAM

1 TIE Fighter Maneuver Dial	6 Range Ruler	11 X-wing Maneuver Dial
2 TIE Fighter Ship Cards	7 Play Area	12 Rebel Setup Area
3 Imperial Setup Area	8 Damage Deck	13 Rebel Edge
4 Imperial Edge	9 Action Token Supply	14 Maneuver Templates
5 Dice	10 X-wing Ship Card	15 Miscellaneous Tokens

Now place the ship on the opposite end of the maneuver template, flush against its rear guides. If you have tokens assigned to the ship, move them along with it. If your path takes you "through" another ship, stop your movement adjacent to the ship. Both ships take **1 damage.**

Note: Koiogran turn ↑ maneuvers use the straight maneuver template. After performing the maneuver, Rotate your ship 180°.

c) Perform 1 of the following actions:
- X-Wing: Focus 👁
- TIE: Focus 👁 or Evade ↯

Place the corresponding action token next to the ship.

(Optional Advanced Rule) Integrate other Pilot/Ship actions as you become more familiar with the game.

d) Return the used template to the pile of maneuver templates. Place the revealed dial near the ship's Ship card.

3. COMBAT PHASE

In **DESCENDING** order of pilot skill, each player does the following for each ship:

a) **Declare Target** - The attacker (the active ship) declares the target (the defender) and one of the weapons used for the attack. The target ship must be within the attacker's **firing arc** and **firing range**. Measure to verify you can hit a target before declaring it as your target.

Firing Arc

In front of each ship token is a wedge showing the ships firing angle. If any part of the defender's ship base falls inside the angle, it is within the attacker's firing arc. An attacker can target any defender within its firing arc. Another ship between the attacker and target does not block the firing arc.

Firing Range

If your target is within your firing arc, measure the firing distance with the firing range ruler:

Range 1 = close   Range 2 = medium   Range 3 = long

FIRING ARC AND RANGE EXAMPLE

1. Obsidian Squadron Pilot is in Rookie Pilot's firing arc.

2. Academy Pilot is at Range 1, but outside of Rookie Pilot's firing arc.

1. Rookie Pilot is at Range 1 and inside Obsidian Squadron Pilot's firing arc.