

# X-WING: CAPITAL SHIP RULES

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v.2

These **Capital Ship Rules** describe how to use and operate **Capital Ships** and **Space Stations** in a standard **X-Wing** scenario.

Except for the rules specified below, all ships, cards, and tokens in this expansion follow the rules in the **X-Wing** rulebook. Ship cards in these rules may be used in any combination with other ships and cards in the **X-Wing** product line following standard squad-building rules.

## NEW RULES

The following section describes rules that players must use when playing with **Capital Ships** or **Space Stations**.

## DEFINITION

A Capital Ship is a starship which does not use a conventional base. These ships use silhouetted cut-outs to represent their respective starships. They do not use movement templates when moving.

Capital Ships have one **Operator**, who manages the movement, shooting, and accumulated damage of the ship.

A **Space Station** follows these Capital Ship rules but does not move during the course of the scenario.

Capital Ships are intended for **Special or Scenario play**, they are not intended for standard scenario or tournament matches.

These rules are a **fan-expansion** and not endorsed by **Fantasy Flight Games**.

## SETUP

Setup conditions for Capital Ships should be defined in the confines of the scenario. In the absence of such, Capital Ships should be set up to have the back part of their movement base on the player's starting edge. All of their turrets (see movement) are aligned in the direction the operating player desires.

## PLANNING PHASE

Capital Ships do not partake in the planning phase. No movement dial is assigned to the Capital Ship.

During play, the player assigns movements to all other fighters and ships in play.

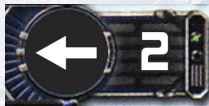
## ACTIVATION PHASE

For the purposes of activation all capital ships have a **Pilot Skill of 0**. This means Capital Ships move and conduct actions before all fighters do. Capital Ships follow the same rules for initiative as fighters do in regard to when they move in relation to one another.

## MOVEMENT

Capital ships have two modes of movement: rotation, and straight forward movement.

A ship moves from point-to-point on the template, rather than from one end of the template to another. Distance depends on the speed indicated on the Ship's **control card**.



Capital ships move differently from fighters and resolve the following steps in order:

1. **Set Template:** Take the maneuver template corresponding to the speed of the ship and align it to the **movement guide** printed on the template.



2. **Execute Maneuver:** Move the ship template beneath the movement template forward.

**Rotation:** Instead of moving forward, a ship can rotate on its **pivot point**.



Select the movement template of the ship's speed, and place it along the right or left side of the movement guide and then slide the template around the pivot point up to the distance of the ship's speed template.

3. **Clean Up:** Return the used template to the pilot of maneuver templates.
4. **Rotate Turrets:** After the ship has moved all turrets on the ship can choose their facing. Turrets can face any direction but remain in their assigned positions.
5. **Perform Action:** The ship may perform only one action during the activation phase, even if the ship has multiple actions available from multiple subsystems.

The ship currently resolving a phase is known as the **ACTIVE SHIP**. After the starship has resolved the final step, the player chooses another Pilot Skill O starship (or ship) to resolve.

All capital ships must have performed their activation steps before activating starfighters and large ships.

## SPECIAL MANEUVERS

Capital ships cannot perform **Koiogran Turns**, never take **Stress Tokens**, and all of their movement colors are considered **white**.

## ACTIONS

Capital Ships can perform any actions Starfighters can except for **Barrel Roll** and **Boost**. A ship may also pass on its action.

## SUBSYSTEMS

Capital ships are unique in that they are ship templates with multiple **subsystems** (typically weapons) with their own facings. Subsystems remain fixed to the templates they are assigned, and move with the ship when it moves.

When a subsystem is destroyed it is removed from the template.

Subsystems that pivot do so on the center pivot point. Their arc of aim is restricted by the dark area surrounding the pivot point. A turret cannot aim outside of this arc, even if the turret is outside the rotating arc.



Subsystems with a placement silhouette but no pivot point are presumed to have the ability to attack in any direction.

All subsystems have a letter or number on the turret or system tile that corresponds to the matching silhouette on the ship template and on the control card.

## COMBAT PHASE

All capital ship weapons are initiative 0, and fire after all other fighters have resolved their action and combat phases.

When resolving combat with Capital Ships, the operating player selects a turret or subsystem and chooses a target it will attack. Combat is resolved normally as if the subsystem was a fighter.

## DEFENDING

When Capital Ships are declared the defender of an attack, they behave differently than starfighters.

An attacker must designate a subsystem on the starship. When a Capital Ship's subsystems have been destroyed, the Capital Ship removed from play.

Capital Ships **never roll agility dice** except if the subsystem is specified to have them. A capital ship's main means of defense is the high hull count of the individual sub-systems.

Missile secondary weapons such as Missiles and Torpedoes ignore distance restrictions when attacking Capital ships.

## SHIELDS

All subsystems share the same shield across the entire ship. When an attack is made against a subsystem of a capital ship, damages are taken first against the communal shield pool.

## DAMAGE

Capital Ship subsystems receive regular damage points as normal. **Critical damage** does not apply its effect, instead, all critical hits count as **double damage points**.

## FRAME DAMAGE

When damage points are dealt in excess

of a subsystem's capacity, the excess points are applied to the Frame Damage track.

When the Frame Damage track is filled the ship is **disabled**. The vessel cannot move or fire for the remainder of the scenario.

## ADDITIONAL RULES

This section explains all the rules not previously expressed.

## DESTRUCTION

A Capital Ship is destroyed when all subsystems have been totally destroyed. Even if there is one subsystem remaining, with one hit point, the ship can still move and fight and is considered intact for the scenario.

## ION TOKENS

Attacks dealing Ion Tokens to a target deal tokens to the **entire** ship, even if specific subsystems are targeted.



When a Capital Ship has Ion Tokens assigned to it equal to the count on the control card, the ship follows special rules during these phases:

- **Activation Phase:** The operator does not move the ship or rotate the turrets. One Ion Token is removed from the ship. It may perform actions as normal.
- **Combat Phase:** The ship cannot perform an attack the turn it had an Ion Token.

## TEMPLATE OVERLAP

As Capital Ships are represented by large shaped templates, they have special considerations with other Templates.

## FLIGHT BASES

Capital Ships do not count as Obstacles or Plastic Bases. Starfighters can move over them without rolling for damage or loosing actions.

## OBSTACLES

When a Capital Ship crosses an Obstacle token, the ship rolls one attack die and applies the result to the closest subsystem to the overlapped obstacle token.

## OTHER STARSHIP TEMPLATES

Capital ship templates can pass over another without penalty.

## ATTACKS

Attacks made across a Capital Ship template grant the defender an additional dodge dice as if the ship was an obstacle.

## TURRET WEAPONS

If a subsystem has a weapon attack rating, the attack is considered to be **Primary Weapon** attack, making them eligible for normal attack bonuses.

If a Turret Hardpoint is using an upgrade card with an attack value, it is a **Secondary Weapon**, and not eligible for the attack bonuses.

All weapons are range 1-3 unless a replacement Secondary Weapon occupies the hardpoint.

Some turrets have restricted arcs of fire. If a housing is not completely circular, the turret cannot rotate to face an arc past that point of the rotation.

## ADVANCED RULES

This section describes special rules for specific Capital Ships.

## SQUADRON BUILDING

Capital Ships are too unconventional and untested presently to be measured in points. For the time being, consider them to be 100 points each.

Some Capital Ships have variable hardpoints. During squadron building (or per the demands of a scenario) an upgrade card can replace the standard hardpoint if the turret has an upgrade card slot on the bottom-left corner.

If a turret with a Systems Upgrade requires an arc but none is present on the equipped turret, then the effect is considered to fire at any arc.

The points for these upgrades are added to the ship's cost.

## DOCKING

Some Capital Ships have docking platforms and facilities for smallcraft. Carriers and Space Platforms are able to launch and recover ships per the requirements of the scenario.

A ship template will have an area designated as a **docking pad**. For a ship to **Land** on a Capital Ship, the movement template or base must intersect the docking pad. The ship then performs an **Action** to dock, and is removed from the play area. The ship is considered Docked for the purposes of the scenario.

When a ship **Launches** from a Capital Ship, it is placed on the Capital Ship template's docking pad at the beginning of the turn. It then moves normally.

## WARHEAD LAUNCHERS

Capital Ship missile launchers have much bigger magazines than starfighters, and are able to perform repeated attacks with them.

When a Warhead Launcher performs a **Secondary Attack**, it cannot attack next turn. It takes one entire turn to reload the launcher.

## DEFENSE MODE

If a warhead launcher has a Missile Upgrade, the Capital Ship can cancel a missile attack just declared against it.

Perform a missile weapon attack as normal. If the incoming warhead was a **Torpedo**, roll 2 agility dice. If the incoming warhead was a **Missile**, roll 4 agility dice.

If there is a successful hit, the torpedo is canceled. If not, the Torpedo attack against the Capital Ship is resolved as normal.

## EQUIPMENT SUBSYSTEMS

Some ship subsystems do not have attack values or the ability to attach weapons to them. These are equipment subsystems. If an Equipment subsystem has a firing arc guide printed on the template token then the target must be within that arc for the effect to take place as if it were an attack.

Equipment subsystems are denoted in blue on the capital ship's movement template, subsystem tokens, and control card.