

SQUAD BUILDING APPENDIX

EFFECTIVE DATE: OCTOBER 26TH 2025



SQUAD BUILDING

Each player builds a squad by choosing ships whose total squad point cost does not exceed the total defined by the game mode. For Standard Play, a legal list will constitute a squad point value of 46-50, with a limitation of three to eight ships.

FACTION

Nearly all game modes limit ships to a specific faction. For Standard Play all ship cards must be from a single faction.

LIMITED AND SOLITARY CARDS

A squad's cards are restricted by the rules of limited cards and solitary cards.

RESTRICTED LIST

The Restricted List is a list of ships and upgrades that are legal for Standard Play, with limitations. During squad building, a total of ships and upgrades, with the same name, from the Restricted List can be included in a squad. This could be up to the number of copies of as indicated on the Restricted List which can be found within the Points Document at www.xwing.life/resources

Standard Loadouts with the same named ability/upgrade would be included when counting number of restrictions.

SQUAD POINTS

Each ship card has a squad point cost associated with it. This value is used during squad building to build lists that are legal for different game modes. A list of all ship card squad point costs is available at: www.xwing.life/resources

LOADOUT VALUE

Each ship has a loadout value that determines how many upgrade cards it can equip. This value is used during squad building to build lists that are legal for different game modes. A ship cannot equip more upgrades than its loadout value. A list of all ships' loadout values is available at: www.xwing.life/resources

LOADOUT POINTS

Each upgrade card has a loadout point cost associated with it. This value is used during squad building to build lists that are legal for different game modes. A list of all upgrade card loadout point costs is available at: www.xwing.life/resources

DEFICIT

If the squad point total of a player's squad is less than the maximum allowed squad value, subtract the total squad point value of their squad from the maximum to determine that player's deficit before the game begins.

Deficit scoring is only granted upon total destruction of an opponents list.

Example One: If player A has a list that is 48 points, and Player B has a list that is 50 points. Player B destroys player A's squad completely and has scored 15 objective points. Player B will end the game with 65 points.

Example Two: If player A has a list of 47 points, and Player B has a list that is 50 Points and the game goes to time, the 3 point deficit from player A is not scored.

UPGRADES

- Each ship has an upgrade bar, which is a list of upgrade icons that limit the types of upgrades the ship can equip. A list of all ships' upgrade bars is available at www.xwing.life/resources
- Each upgrade card has a cost. The combined cost of all upgrades equipped on a ship cannot exceed that ship's loadout value.
- A ship cannot equip more than one copy of an upgrade card with the same name.
- Some upgrade cards have restrictions listed in their restriction field. These restrictions can refer to faction, ship size, ship types, and builder keywords. Only ships that match the restrictions of an upgrade can equip it.

OBSTACLES

Each player must include exactly three unique obstacles of their choice in their squad. Players must select these obstacles from the asteroids, debris clouds and gas clouds available from official X-Wing products, including first edition products (except those found in Epic expansions). A player may not select two of the same obstacle.

BUILDER KEYWORDS

Some ships have builder keywords. These keywords are required to equip certain upgrades. A list of all ships' builder keywords is available at www.xwing.life/resources At the end of the twelfth round, the game ends.

At the end of the game, if both players have at least one ship remaining in the play area, the player with the most mission points wins.