

# STAR WARS™ X-WING™ MINIATURES GAME

## Demo Guide

Thanks for taking the time and effort to share *X-Wing*™ with new players! This X-Wing Demo Guide will help you run effective X-Wing demos, and ensure that prospective players get a good taste of what the game has to offer.

Be sure to describe the game concept to participants before you begin. *X-Wing* is a miniatures game about fast-paced dogfights. At the core of the game is a maneuver-selection mechanic which relies on your ability to predict your opponent's moves and get them in your sights. Explain that you'll go into particular mechanics and rules as they become important. This way your players can get into the game as soon as possible, and they won't be surprised or upset that you didn't tell them everything up front.

This *X-Wing* Demo Guide utilizes components from *The Force Awakens*™ Core Set. Be sure to read the Learn to Play book before running a demo.

### Suggested Squads

#### The Resistance

##### Poe Dameron

- BB-8



#### The First Order

##### Zeta Squadron Pilot

##### Epsilon Squadron Pilot





## Setup

Start off by placing both TIEs against one table edge; place the X-wing against the opposite edge. This will allow for a turn of maneuvering before combat kicks off, and let you introduce the simultaneous movement selection mechanic on its own before the players dive into combat. Place pilot cards, maneuver templates, and a few copies of each token to the side of the play area.

## Demo Structure

To help you get your players into the thick of action as quickly as possible, we've come up with a general structure that will allow you to introduce the key elements of the game in just a few rounds.

To start, explain the maneuver selection dial, and how the choices relate to the various templates, i.e. hard turns, banks, and straights. Then it's time for the participants to take the stick and get flying!

- **Round 1:** Players will select maneuvers on the dials, and then execute them in pilot skill order.
- **Round 2:** Ships should be in firing range, so all players should get a chance to roll their attack or defense dice. Explain that the \* and ✱ symbols on the dice will cause damage, and 1 results will cancel out damage. Ignore any focus results this round. This is a good time to point out the Primary Weapon, Agility, Hull, and Shield values on each pilot card and explain them.
- **Round 3:** Introduce the actions Focus and Target Lock, as a way to modify attack and defense rolls. Also explain the 0 result on the dice.
- **Round 4+:** If time permits, and participants wish to, introduce things like boost, barrel roll, Tallon rolls, Koio gran turns, pilot abilities, upgrades, stress, and critical damage effects.

## Tips for a great demo

Demos are about getting players excited about a game and learning the basics. The more fun they have, the more likely they are to walk away satisfied. Follow these tips to enhance your demo:

- Don't let a bad maneuver choice ruin a player's experience. It's ok to "use the Force" and adjust the firing arc of a ship to ensure they get a shot.
- Involve participants in every part of the demo. Explain the rule, and see if the participants can apply it and figure out things like who shoots first, or moves first.
- If players are participating in your demo, there's a good chance they like *Star Wars*. Don't be afraid to talk about the movies, add sound effects, or add other flavorful moments to the demo.

## After the Demo

Ask the participants about their thoughts and feedback. This is a great time to address any questions they have about the demo, product, or other related topics.

**Last but not least, be sure to thank your players for trying X-Wing. This is also a great time to mention local X-Wing events.**

[WWW.FANTASYFLIGHTGAMES.COM](http://WWW.FANTASYFLIGHTGAMES.COM)

