

## **X-Wing Space Race**

X-Wing Space Race is a game mode for Fantasy Flight Games' *Star Wars: X-Wing Miniatures Game*. It is intended to simulate a number of spacecraft racing through through an asteroid field. All rules not here remain as per the original *Star Wars: X-Wing* rules.

### **Players**

*X-Wing Space Race* is designed to be played by eight players, each with one ship apiece.

### **The Scenario**

Each player will be assigned his own course through the asteroid field with an aim to activate a number of buoys en route in as fast a time as possible. But it's not that easy! All the other players will try to keep him from activating his buoys by shooting at him and/or pushing asteroids into his path.

### **The Setup**

*X-Wing Space Race* is played on a 6'x3' (1,8m x 0.9m) game board with five buoys... and a lot of asteroids!

After all buoys and asteroids are placed, every player receives a card at random: this card will state the players' starting position and the order in which they must activate their target buoys.

A buoy is placed exactly in the center of the board, whilst the other four buoys are placed in each corner at range 3 away from both board edges. The ships will start at the edge stated on their card, directly opposite to their first target buoy.

### **Order of Initiative and Turns in the Race**

As per normal *Star Wars: X-Wing*, each player places his maneuver wheel face down next to his ship. The maneuver wheel states the maneuver he wishes to execute.

In *X-Wing Space Race* the pilot with the highest pilot skill activates his ship first. He performs his whole activation in one go. First he reveals his maneuver wheel and then executes the stated maneuver. He may then choose an action as normal. Unlike to normal *Star Wars: X-Wing*, the pilot performs his shooting phase immediately after choosing his action. His turn then ends.

Also unlike *Star Wars: X-Wing*, all effects that would normally end at the end of the turn stay in effect until the beginning of the controlling player's next turn instead. For example, the last player's token from a focus action will not be removed immediately upon the end of the general turn, but instead remains in play until it is once again that players turn.

If multiple pilots have the same pilot skill, the pilot which used less points to build his ship goes first. It is decided at random who goes first if multiple ships have the same pilot skill and used equal points to be build. This order of play remains the same throughout the whole game.

### **Goal of the Game**

The player who activates his last buoy first wins the game at the end of the current turn. If two players activate their last buoy in the same turn, the winner is the pilot who used less points to build his ship.

### **Buoys**

Activating a buoy requires a regular action. This can be performed in the pilot's action phase. A ship needs to be within range 1 of the buoy to activate it.

## **How to build a racing ship**

A player may use any generic pilot from the following list of ships:

M3-A „Scyk“ Interceptor

Y-Wing

Z-95 Headhunter

X-Wing

A-Wing

TIE Fighter

TIE Advanced

TIE Interceptor

All Ships are equipped with a gravity cannon (see below) and a recoil shield (see below).

All Ships keep their weapon upgrade options (missiles, turrets, etc.) but lose all other upgrade options and replace them with the following:

Elite Talent / Elite Talent / Modification / Modification / Illicit

The total point costs of a ship and its upgrades cannot exceed 25 points.

Ships cannot use upgrades that allow them to use the cloak action.

## **Scenario Special Rules**

**Recoil Shield:**

A ship which is equipped with a recoil-shield may perform an action even if it overlapped with an asteroid as long as it did not take damage from the collision.

In addition, the ship will bounce off the asteroid and is placed next to the asteroid at the closest edge without changing its facing. It is possible to collide with multiple asteroids within the same action due to this bouncing. Roll for each asteroid separately to see if the collision causes damage.

Lastly the recoil shield negates all critical damage taken from a collision with an asteroid. Such a collision deals one normal damage to the ship instead.

**Gravity Cannon:**

Every single weapon (upgrades and normal ship weapons) is replaced with a gravity cannon for this scenario. A gravity cannon works exactly like the original weapon with the following exceptions:

A gravity cannon can never (except for shooting asteroids) do more than 1 normal point of damage, and it can never do critical damage. If the ship would inflict more than 1 point of damage after all dice are rolled, the damage is reduced to 1 (as per a normal ion cannon).

If the remaining hit is a critical, the target does not receive a face up damage card. Instead it receives a normal damage card (or loses a shield) and is pushed 1 straight away from the attacker (as per a barrel roll).

An asteroid can – unlike normal weapons – be targeted by a gravity cannon. Asteroids have one green die to defend themselves. Asteroids will never receive damage but is pushed 1 straight directly away from the attacker when receiving a critical hit or two normal hits.

If an asteroid is pushed onto a ship, this is treated as a collision between that asteroid and the ship. The ship must roll for damage and bounces off as described above.

If a pushed asteroid overlaps with another asteroid after that push, this second asteroid is pushed directly away from the first asteroid.

**Being pushed:**

An asteroid is always pushed along a line drawn between the center of the source of the push and the center of the pushed asteroid.

A ship is pushed directly towards the edge opposing the side of the ship which took the hit. If it is not clear in which side the ship was hit draw a line between the center of both attacker and defender. The edge crossed by this line is the one that received the hit.

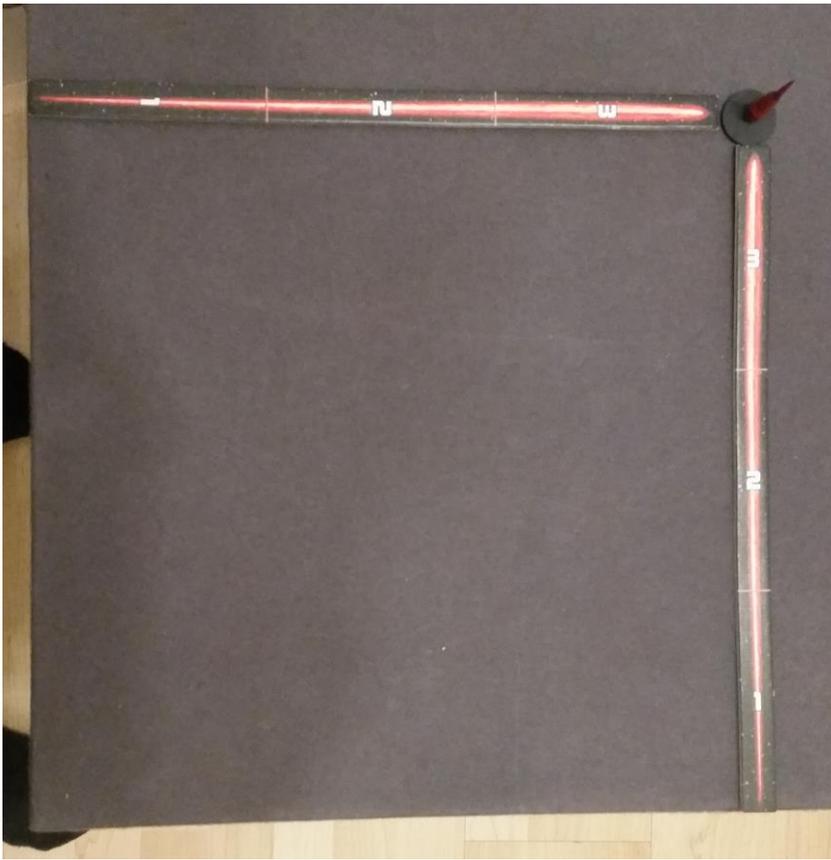
## Example Setup



## Buoy Order



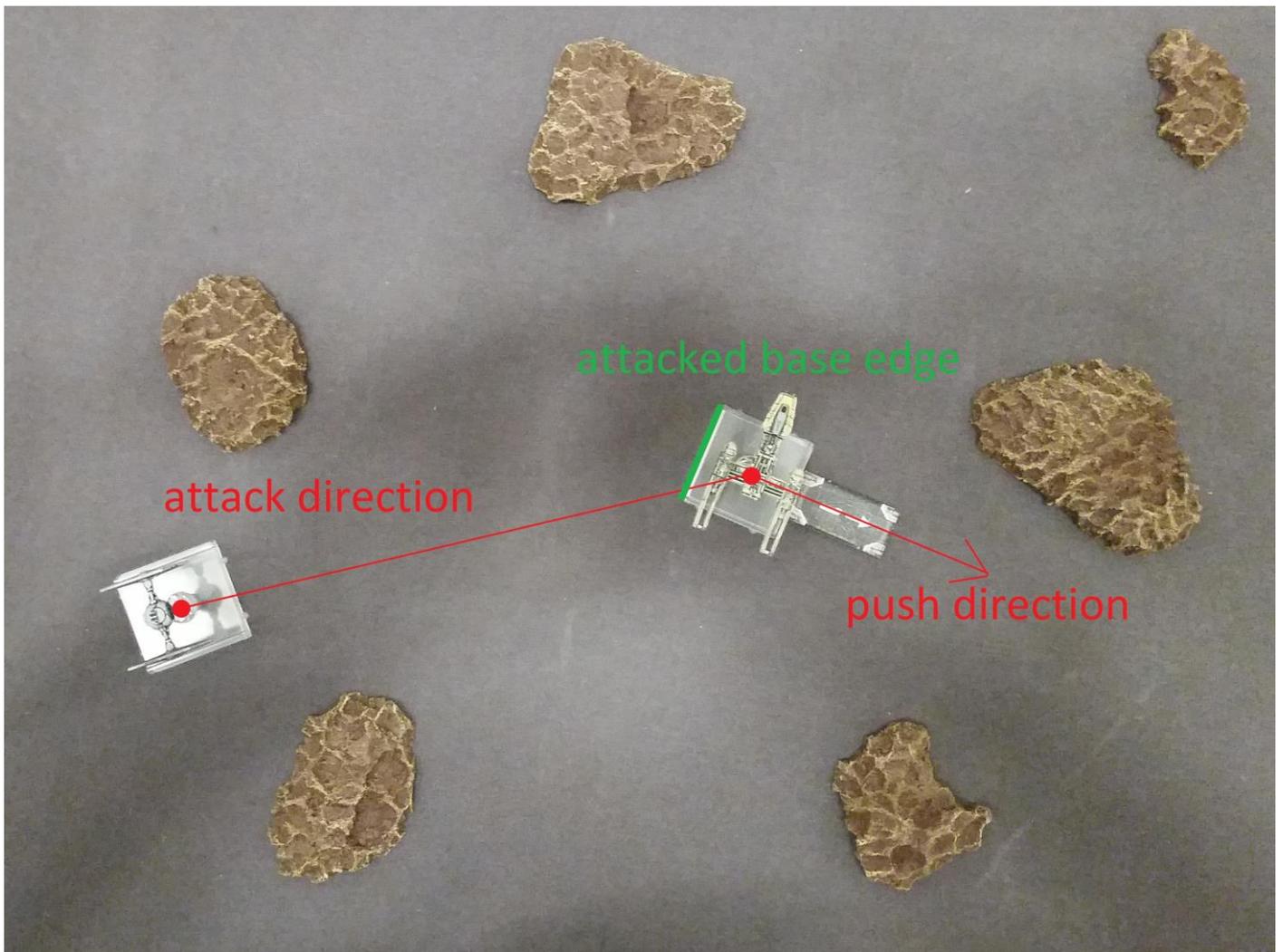
## Buoy Placement



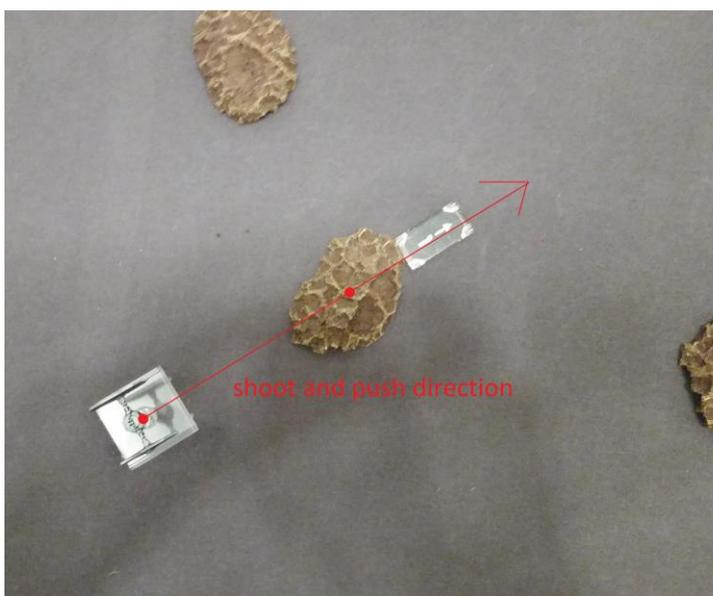
## Ship Placement



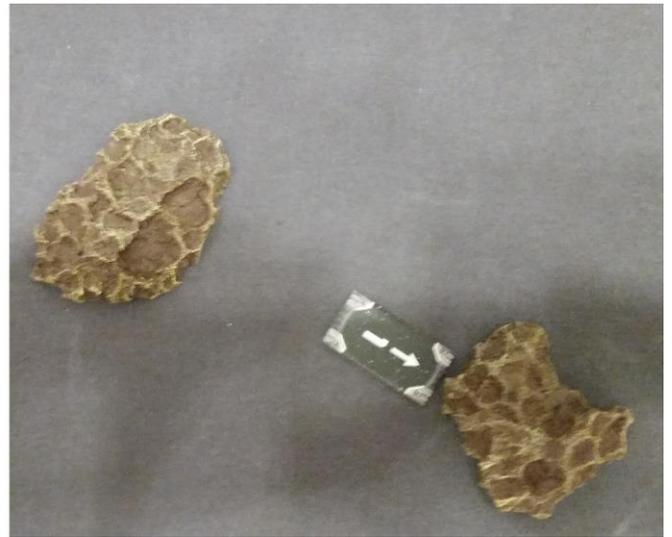
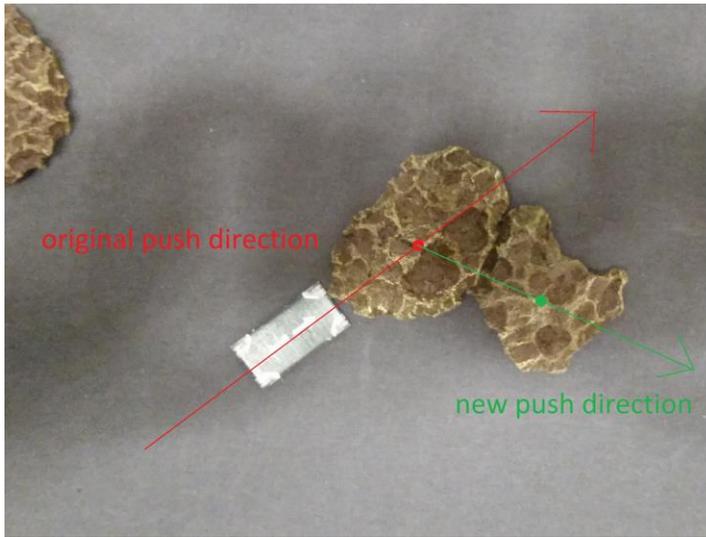
## Push Ship vs. Ship



## Push Ship vs. Asteroid



## Push Asteroid Collision



Mission-Cards

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|---|---|
| <p>Starting Point:<br/><b>Red</b> (short board edge)<br/>Target Buoys:<br/><b>Red</b><br/><b>Green</b><br/><b>Yellow</b><br/><b>Purple</b><br/><b>Blue</b><br/><b>Yellow</b> (Goal)</p> | <p>Starting Point:<br/><b>Yellow</b>(short board edge)<br/>Target Buoys:<br/><b>Yellow</b><br/><b>Blue</b><br/><b>Red</b><br/><b>Purple</b><br/><b>Green</b><br/><b>Red</b> (Goal)</p>    |
| <p>Starting Point:<br/><b>Green</b>(short board edge)<br/>Target Buoys:<br/><b>Green</b><br/><b>Red</b><br/><b>Blue</b><br/><b>Purple</b><br/><b>Yellow</b><br/><b>Blue</b> (Goal)</p>  | <p>Starting Point:<br/><b>Blue</b> (short board edge)<br/>Target Buoys:<br/><b>Blue</b><br/><b>Yellow</b><br/><b>Green</b><br/><b>Purple</b><br/><b>Red</b><br/><b>Green</b> (Goal)</p>   |
| <p>Starting Point:<br/><b>Red</b> (long board edge)<br/>Target Buoys:<br/><b>Red</b><br/><b>Blue</b><br/><b>Yellow</b><br/><b>Purple</b><br/><b>Green</b><br/><b>Red</b> (Goal)</p>     | <p>Starting Point:<br/><b>Yellow</b> (long board edge)<br/>Target Buoys:<br/><b>Yellow</b><br/><b>Green</b><br/><b>Red</b><br/><b>Purple</b><br/><b>Blue</b><br/><b>Yellow</b> (Goal)</p> |
| <p>Starting Point:<br/><b>Green</b> (long board edge)<br/>Target Buoys:<br/><b>Green</b><br/><b>Yellow</b><br/><b>Blue</b><br/><b>Purple</b><br/><b>Red</b><br/><b>Green</b> (Goal)</p> | <p>Starting Point:<br/><b>Blue</b> (long board edge)<br/>Target Buoys:<br/><b>Blue</b><br/><b>Red</b><br/><b>Green</b><br/><b>Purple</b><br/><b>Yellow</b><br/><b>Blue</b>(Goal)</p>      |