X-Wing Rules Differences

2.0 Legacy

Rules
Can be found at https://x2po.org/standard
Basically, the last FFG Rules Reference + no half points regen and deficit scoring with first half points on an enemy ship

Squad building
Build up to 200 points using https://xwing-legacy.com

Deficit
Once a player has scored at least half points on at least one enemy ship, they also score the difference between 200 and the points cost of their opponent's squad.

Player Order
Maintained for the duration of the game
- Lowest squad points = Chooses first player
- If players are tied for squad point total, one player calls either "hits" (or), or "misses" (blank or). Then the other player rolls one attack die. If the player chose the set of results that matches the die, that player chooses which player is the first player; otherwise the other player chooses

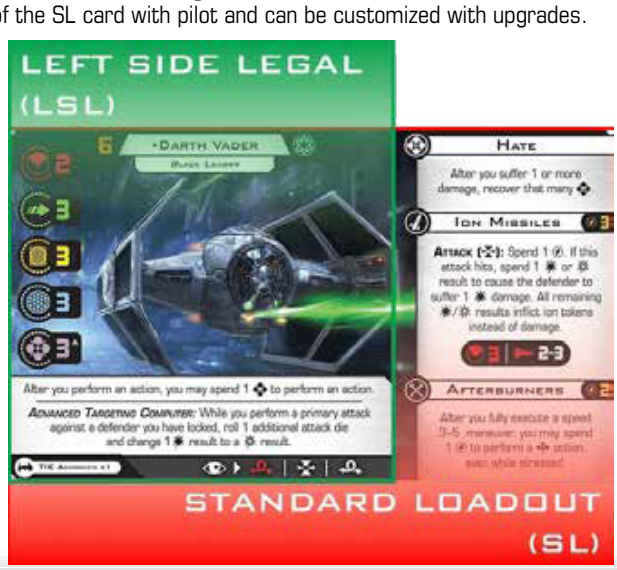
Bans
Nothing

Half Points
No regen cheese
Each player receives half the total squad point value (including upgrade cards), rounded up, of each enemy ship whose health (combined total hull and shields, including any modifications to hull or shields via cards such as Hull Upgrade or Shield Upgrade) had been reduced to half or below at any point during the game.

Errata
FFG 1.3.1 + X2PO CARDS ERRATA REFERENCE
X2PO ERRATA REFERENCE

Scenarios
Dogfight
But there are plenty of scenarios and more in the additional mode called Wild Space.

Standard Loadout Cards (SL)
SL is costed for Epic and Wild Space
LSL (Left Side Legal) is costed for Standard. **LSL** is left side of the SL card with pilot and can be customized with upgrades.



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Rules
Can be found at https://www.atomicmassgames.com/xwing-docs/

Squad building
Build up to 20 points

Deficit
At the start of the game, each player earns mission points equal to their opponent's deficit.

Player Order
Determined Each Round = R.O.A.D. (Random Order After Dials)
- After planning phase & before system phase:
- Each player rolls three attack dice
  - > > > [Blank]

Bans
Delta-7b ( ) + current bans and restrictions list

Half Points
Dependent on scenario in play

Errata
AMG ERRATA REFERENCE

Scenarios
4 AMG Scenarios

Standard Loadout Cards (SL)
SL is allowed in Standard, if not Restricted or Baned

X-Wing Rules Differences

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Ship overlap
Skip perform action step
Can still perform actions granted from other game effects

Range Zero Attacks
- **Cannot** perform primary attack unless an ability grants it, or weapon range is stated as "0-"
- Range bonus applied if attack is granted ("range 0-1" pg.16 R.R. v1.32)

Tractor
Can cause the ship to move through or overlap an obstacle.

Ionized
- No dial is assigned or revealed (no "Reveal Dial" triggers)
- Blue [1 ↑] maneuver
- After ion maneuver, pilot may only perform 👁 action
- After ion maneuver all ion tokens are removed

Obstacles
Suffer effects of moving through or overlapping with each occurrence, each round.

Asteroid:
- Range 0 = **cannot** perform attacks
- Roll one attack die, suffer any ✸ or ✵ result
- Skip perform action step

Debris Cloud:
- Range 0 = **can** perform attacks
- Gain one stress token
- Roll one attack die. On a ✵ result, suffer one ✵

Gas Cloud:
- Range 0 = **can** perform attacks
- Roll one attack die. On a ✸ or 👁 result, gain one strain token
- Skip perform action step

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Ship overlap
If Friendly:
- Skip perform action step
- Roll one attack die. On a ✸ or ✵ result, suffer one ✸

If Enemy:
- You may perform a 👁 or ◎ action from your action bar, treating that action as red

Range Zero Attacks
Attacker:
- **Can** perform primary attack
- No range bonus applied
- Dice cannot be modified (by any upgrade or game effect)

Defender:
- Attacker cannot modify defense dice
- Defender can modify attack dice

Tractor
Cannot cause the ship to move through or overlap an obstacle.

Ionized
- Dial is assigned, dial is revealed
- Blue [1 ↑], [1 ↗], [1 ↖] maneuver with the same direction shown on its dial. [1 ■] = [1 ↑] ion maneuver.
- Cannot acquire or maintain locks (can still be locked)
- After ion maneuver, pilot may only perform 👁 action
- After ion maneuver all ion tokens are removed

Obstacles
Suffer effects of moving through or overlapping, in the next round. You do NOT suffer the effects in the next round for another overlap during your next maneuver, unless you remain at range 0 or your ship moves through or overlaps a different obstacle

Asteroid:
- Range 0 = **cannot** perform attacks
- Roll one attack die, suffer any ✸ or ✵ result
- Suffer one ✸. Roll one attack die. On a ✸ or ✵ result, suffer one additional ✸
- Skip perform action step

Debris Cloud:
- Range 0 = **cannot** perform attacks
- Gain one stress token
- Roll one attack die. Suffer any ✸ or ✵ result
- Skip perform action step

Gas Cloud:
- Range 0 = **cannot** perform attacks, cannot acquire locks and cannot be locked
- Gain one strain token
- Break all locks to and from your ship
- Roll one attack die. On a ✸ gain one Ion token, on a ✵ gain three ion tokens
- Skip perform action step

X-Wing Rules Differences

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Pilot Cards

Most of the cards in this list are the exact original cards found in the expansions, unless stated otherwise.

Original ***Adaptive Ailerons*** on all TIE/sk Stikers and TIE Reapers

Original ***Delta-7B*** config for all Delta-7 Aethersprite

Original ***Capitan Oicunn*** ability

Original ***Arverl Crynyd*** ability

Pilot Cards

All cards in this list were erratered and never printed in official way.

Separate ***Delta-7B*** pilots, config is banned

X-Wing Rules Differences

2.0 Legacy

Pilot Cards

Original ***DBS-404*** ability

Errata on original ***Commandant Goran*** ability - added "revealed"

Upgrade Cards

Most of the cards in this list are the exact original cards found in the expansions, unless stated otherwise.

Original ***Buzz Droid Swarm*** [ ] stat line

Original ***Dedicated*** [ ] restrictions

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Pilot Cards

Upgrade Cards

All cards in this list were erratered and never printed in official way.

X-Wing Rules Differences

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Upgrade Cards

Original ***Struts*** [ ] wording

Upgrade Cards

Original ***C1-10P*** [ ] wording

Original ***BB*** [ ] wording

X-Wing Rules Differences

2.0 Legacy

Upgrade Cards

Original ***BB-8*** [ ] wording

Original ***Contraband Cybernetics*** [ ] wording

Original ***Ferrosphere Paint*** [ ] wording

Original ***Luke Skywalker*** [ ] wording

Original ***Count Dooku*** [ ] wording

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Upgrade Cards

X-Wing Rules Differences

2.0 Legacy

Upgrade Cards

Original ***Zeb*** [(👤)] wording

Original ***Leia Organa*** [(👤)] wording

Errata on ***Ursa Wren*** [(👤)] wording - updated text to work as intended

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Upgrade Cards