

ACES HIGH

This article aims to compile the rules and regulations for Aces High in one place. Because the original FFG rules for this scenario are short on details this guide takes on some liberties in expanding and deepening the rules, preserving the core and original scoring framework.

SYNOPSIS

Aces High mode is a multiplayer mode where 2 to 8 people can gather on one field. In practice, the ideal number of participants is 4-6. It makes sense to divide tables by multiples of 4 participants from the total number. Each player controls only their own ship and fights simultaneously against all other players.

Building The List

For the game, each participant makes a list consisting of one ship, not exceeding the point limit set for the tournament. Bidding in this mode provides no advantage.

The point limit can be set at 50, 75, 80 (as FFG did), 100, or 125 points.

Use the builder for Second Edition Legacy — <https://xwing-legacy.com>
The **X2PO** team releases points for all new expansions and issues rebalance updates on regular basis.

Additionally, you need to choose 2 obstacles. You can also bring Hyperspace Markers from the Core Set (well, someone has to).



If you decide to play the 2.5 (AMG) edition or XWA, set a limit on the ship's cost. For example: only ships worth 5 points. Use LaunchBayNext or YASB. Good luck.

Restrictions

- Huge ships, Death star, Invisible Hand, Super Star Destroyer.
- A combination of two ships, one of which is docked.

Player Order

You can use pilot's initiative to determine the player order, but it will lead to everyone taking the highest initiative and will kill variety pretty fast. That is why players are randomly assigned numbers based on the number of participants. The assigned number is used for:

- Players place obstacles in ascending order of their numbers.
- Players place ships in ascending order of their numbers.
- Players with lower numbers activate first.
- Effects are resolved earlier for players with higher numbers.

All other events in the game: activation, engagement, etc., occur according to the pilot's initiative based on standard rules. Additionally you can also circle the player numbers each round.

Alternative Options For Pilot Initiative And Player Order

Before the start of the game, and then at the beginning of each round starting from the second round after the planning phase (i.e., after choosing maneuvers), determine the player order by rolling 3 red dice (ROAD):

✱ > 👁 > ✱ > [Blank]

The pilot's initiative (skill) in this mode is replaced by your current player order number for this round. If you rolled and are determined to be first, your pilot's initiative is 1.

The winner moves first and shoots first. There are no ties in initiative or simultaneous fire, except for special abilities.

From experience: if there are more than 4 players, it is more convenient to use numbered cards instead of dice rolls, for example: Wing ID Cards from the Epic Battles Multiplayer Expansion box. The original rules for this mode and tokens for scoring are also in this box.

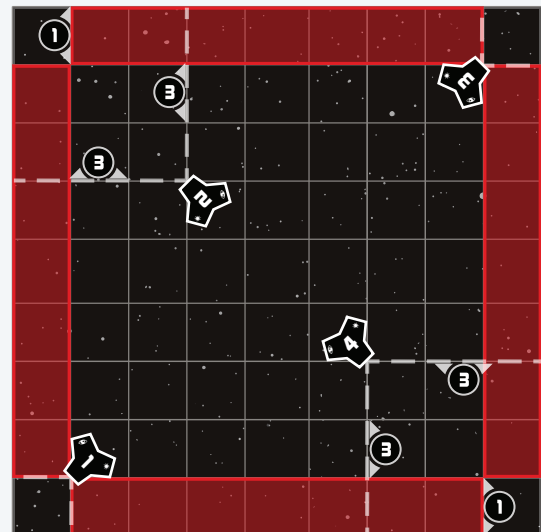
Scenario Setup

Play Area: 3' x 3'

Obstacles: Any 6

Establish Play Area: Place four hyperspace points as indicated.

Place Forces: Starting with the first player and proceeding clockwise, each player places their ship within range 1 of any board edge and beyond range 2 of each other ship.



 Hyperspace points

 Neutral setup

Scenario Rules

Game Time: The game lasts for 1 hour or until the end of the round in which one of the players has scored 6 victory points.

Optionally, the 6 victory point limit can be removed, or the game can be played for 1 hour and 15 minutes (or any predetermined time). The player with the most points at the end of the game is the winner.

Scoring Points: During the match, players receive 2 types of points (✱): victory points and bounty points.

Victory ✱ are placed next to the pilot card. Scoring 6 victory ✱ signifies the end of the game.

Bounty ✱ are placed on the pilot card. Bounty ✱ on an enemy pilot card can become your victory ✱ if you manage to shoot down that ship. All bounty ✱ remaining on the pilot card at the end of the game become victory ✱.

A player receives points for the following actions:

- For dealing the **first** damage to an enemy ship: 1 victory ☘.
- For dealing the **final** damage to an enemy ship (destroying the enemy ship): 2 victory ☘, all bounty ☘ from the destroyed pilot card become your victory ☘, and 1 bounty ☘ is placed on your pilot card.

The first damage is always considered to be the damage dealt by an opponent, not by the ship to itself.

Unlike the FFG rules for 80-point side events, where points were only awarded for damage dealt during the shooting phase, this ruleset takes into account damage that can be dealt outside the shooting phase, such as with bombs, mines, debris clouds, and tractor beam effects on obstacles. Damage you inflict on an enemy with your bomb, mine, debris cloud, or by causing them to land on an obstacle using a tractor beam, or damage dealt through a ship upgrade ability, is considered damage you inflicted on an enemy ship and is rewarded accordingly.

A player loses points for the following actions:

- In case of destruction: they lose all bounty ☘.
- In case of flying out of the field, self detonation on their own bomb or mine, fatal moving through or overlapping an obstacle due to their own maneuver, death from console fire or their ship/pilot ability, they lose: 1 victory ☘, victory ☘ equal to the number of bounty ☘ on the pilot card, and all bounty ☘.

Respawning: Before the start of the next round, according to the established player order, the destroyed player rolls a red die. Based on the rolled result, the player places their ship on the field at one of the Hyperspace Marker.

If the player's ship at any of the 4 Hyperspace Marker would overlap with an enemy ship's base, the ship is placed anywhere touching the edge of the playing field (without overlapping an enemy ship's base).

The ship respawns with full health and a full set of charges for all abilities and weapons. The new round then begins.

If you are playing by ROAD RAGE rules, use your player order from the previous round for determining the respawn order.

Respawning: When time runs out or one of the players scores 6 victory points (according to the chosen end game conditions), the current round is played to the end, and the game ends.

At the end of the game, all remaining bounty points on a player's pilot cards become their victory points. Thus, the player who scored 6 points and ended the match might not necessarily be the winner.

Pairings

Let's generate tables based on a tournament attendance from a community of 6-10 people:

- 6 people — 1 table of 6
- 7 people — 1 table
- 8 people — 2 tables of 4
- 9 people — 1 table of 4, 1 table of 5
- 10 people — 2 tables of 5

The initial tables are determined randomly. The second and third rounds are arranged based on the points scored by players in the previous rounds - more successful players are grouped together.

The order of players in each round can be determined randomly, regardless of the places taken or points scored.

For example: with 10 participants, in the second round, the 5 players with the best results and the 5 with the worst results will meet. In case of tied points, the place taken at the table in the previous round is considered. If this is also tied, a final salvo roll is made.

How To Diversify The Game?

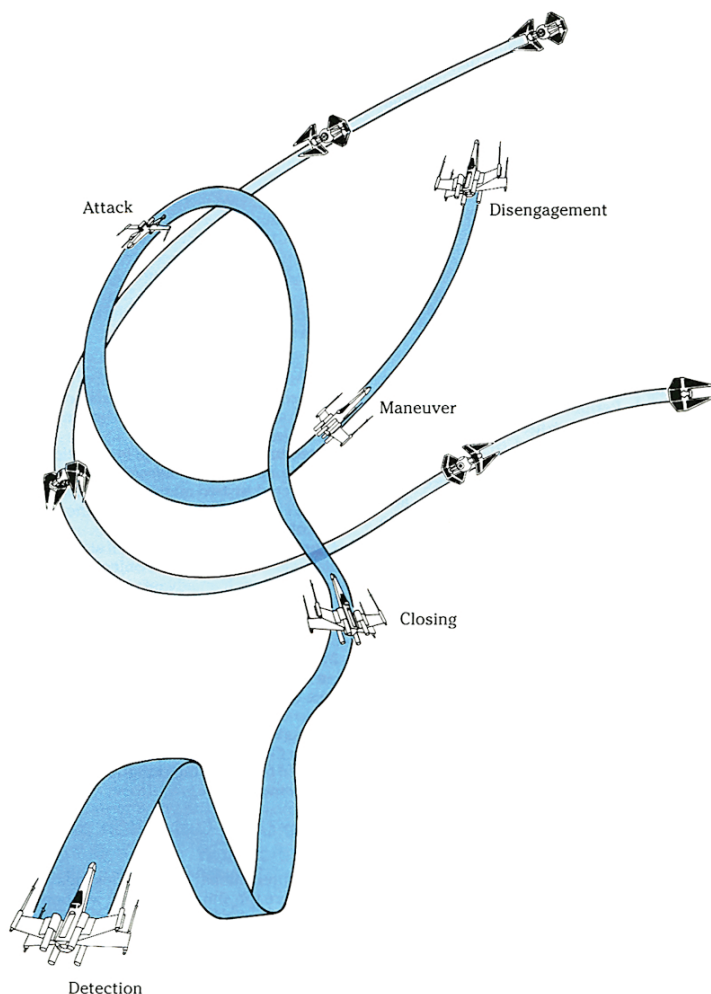
In the expansions **Never Tell Me the Odds** and **Fully Loaded**, there are cards with additional field setup conditions called Environment Cards. You can use any of them as an addition to the game setup.

Munitions Cache is highly recommended: the game turns into a real Battle Royal! You can change the types of upgrades, and adjust the number of upgrades to fit the number of participants, if necessary.

Alternatively you can use a card from **Wild Space**, but as you will see not all cards from **Wild Space** will be suitable for Aces High.

You can also vary the maximum ship loadout level from game to game, and/or allow changing pilots on the ship making it an Escalation like.

If you happen to decide to play the 2.5 (AMG) edition or XWA, remember about ROAD and the fact that obstacles, ion, and many other things work differently. Good luck.



F.A.Q.

Q: Can I still take Hound's Tooth with a Z-95?

A: No.

Q: Is the Hyperspace Marker considered an obstacle?

A: No.

Q: Is there a distance restrictions between obstacles and Hyperspace Markers?

A: No. The main thing is to adhere to the standard rules for placing obstacles: 2nd distance from the edge of the field and 1st distance between obstacles.

Q: If my pilot has an ability interacting with other friendly ships, can I designate another player's ship as friendly?

A: No.

Q: Can I coordinate someone else's ship?

A: No.

Q: If Vader (order number 2 with 1 bounty point) and Soontir (order number 4 with 2 bounty points) have destroyed each other during the engagement, who gets points and how many?

A: First, Vader (order number 2) receives 4 victory points (2 for killing Soontir + 2 bounty points from Soontir's card) and 1 bounty point (total of 2 bounty points on Vader's card). Then, Soontir (order number 4) receives 4 victory points (2 for killing Vader + 2 bounty points from Vader's card) and 1 bounty point. After both ships are destroyed, there are no bounty points left on the pilot cards.

Q: If a Jedi flies into the arc of a Snap Shot of a TIE Interceptor, both having the same initiative, will he be able to boost out of it?

A: Yes, if the Jedi has a higher player order number than the Interceptor.

Q: If I hit my own mine and die, will I earn points?

A: The effect is similar to flying off the edge of the field: you lose 1 victory point, victory points equal to the number of bounty points on your pilot card, and all bounty points.

Q: Who gets points for the first damage or destruction if I tractor a ship onto an asteroid?

A: You get.

Q: Who gets points for the first damage or destruction if I tractor a ship onto a mine/debris?

A: You get if the mine is yours. Otherwise, the owner of the mine gets the points.

Q: If my Vader (crew) dealt the first or last damage to an enemy ship with his ability, do I get points?

A: Yes, such damage is considered similar to damage in the shooting phase and is awarded according to all the rules.

Q: If I successfully ionize an enemy ship, and the next turn it flies off the board or dies on an asteroid, will I get points?

A: No, because the enemy ship does this with its maneuver, even if it's ionized.

Q: If I blow myself up along with an enemy ship with a bomb, am I a hero? How many points will I get if neither I nor the enemy have bounty points?

A: First, for destroying the enemy ship, you get 2 victory points and 1 bounty. Then, for self-destruction, you lose 1 victory point and another 1 victory point since you had 1 bounty. Total: 0 victory points.

Q: Okay, I blew myself up and 2 enemy ships. How about that?!

A: The scoring logic remains the same. First, you get 4 victory points for destroying 2 ships and 2 bounty. Then, you lose 1 victory point and another 2 victory points since you had 2 bounty. Total: 1 victory point.

Q: Will I get points for damage from my Buzz Droid Swarm?

A: Yes, the rules for damage from remotes are the same as for bombs, debris, and mines.

Q: Can I use my DRK-1 Probe Droids after respawning if I deployed them "in a past life"?

A: Yes.

Q: And if I deal damage or destroy someone else's remote, will I get points?

A: No.

Q: Do Spare Parts Canisters/Rigged Cargo Chute tokens remain on the board after respawning?

A: Yes, they remain, just like mines, nets, and remotes.

Q: Does Tel Trevura and alike work and how?

A: Rules for pilots like Tel Trevura (JumpMaster 5000) and Moralo Eval (YV-666), which allow them to avoid death and flying off the edge of the table, trigger as usual, and the player only loses points if the charges have already been spent.

Q: Setup abilities, such as Boba Fett (Crew), Han Solo (Scavenged YT-1300), and others, allow you to setup according to their rules. How does it work?

A: The ability only works for the initial setup and does not work for respawning.

Q: How do the abilities of ships with the Setup keyword work?

A: Setup abilities can be divided into two groups: those affecting ship placement and those affecting the ship's state and its properties:

- Cards and pilots with the Setup ability that work during initial setup and respawning include C1-10P (👤), Grappling Struts (👤), Landing Struts (👤), Agent Kallus (👤), Chancellor Palpatine (👤), Chewbacca (👤/Resistance), GNK "Gonk" Droid (👤), L3-37 (👤), Sabine Wren (👤), Proud Tradition (👤), Kaz's Fireball (👤).
- Cards and pilots with the Setup ability that only work during initial setup include Boba Fett (👤), Director Krennic (👤), GA-97 (👤), Informant (👤), Tobias Beckett (👤), Han Solo (Pilot/Resistance), Lieutenant Dormitz (Pilot), Naboo Handmaiden (Pilot), Vi Moradi (Pilot), Hyperspace Tracking Data (👤), Scimitar (👤).
- Cards and pilots with the Setup ability that do not work due to restrictions include Nashtah Pup (Pilot).

Q: What if player damages himself before the start of the game (Explosion with Wings of the Fireball ship) or during the game?

A: The opponent will receive 1 victory point for the first damage dealt to you from their attack/abilities, etc.

Q: But what if I remove the first damage from myself with a bomb or an asteroid, am I depriving opponents of the opportunity to get 1 victory point for the first damage?

No. The opponent will receive 1 victory point for the first damage dealt to you from their attack/abilities, etc.

Q: After receiving damage, I fully repaired myself. Can my opponent still get points for the first damage? How many times?

A: Yes, your opponent will receive victory points for damaging you. Every time you fully repair yourself, your opponent will receive victory points for dealing damage.

Q: If my ability let's me manipulate another friendly ship or triggers from any interaction/state of another friendly ship, can I apply it?

A: No. There are no other friendly ships in this mode.

Q: But what about Hondo?!

A: Unfortunately, no. Hondo can affect two ships friendly to each other. And there are none of those here.

Q: What happens to the Hunted token (state) on my ship after it's destroyed and I have nowhere to transfer it to?

A: Upon respawning, the Hunted token (state) is removed from your ship. The owner of the token can only place it back on an enemy ship after respawning their own ship.

Q: What happens to the Listening Device token (state) on my ship after it's destroyed?

A: Upon respawning, the Listening Device token (state) is removed from your ship. The owner of the token will no longer be able to use it because the Setup of this ability only triggers during initial setup.

Q: How do abilities with effects dependent on other ships intuitive work?

- A:
- If it's friendly ship initiative beyond range 0 - the ability does not work. There are no friendly ships beyond yourself. Ex: Nash Windrider works, while Biggs Darklighter (Battle of Yavin) doesn't.
 - If it's enemy ship or defender's initiative, ability works as written (Ex: Pre Vizsla). If you are using ROAD RAGE framework - as always treat the player's number as the initiative.
 - If it's just a plain initiative manipulation, ability works as written (Ex: Lando Calrissian (Battle over Endor)). If you are using ROAD RAGE framework - as always treat the player's number as the initiative (Ex: Lando Calrissian (Battle over Endor) can choose to be any number present).

Q: What to do with Sabine Wren (👤👤) and Trials of the Darksaber? Ban it?

A: The short answer is: yes, because nothing prevents all players to bring it to the table, and stacking saber effects is no fun.

The long answers are:

- If there is only **one** Sabine Wren (👤👤), if a ship with condition is destroyed outside of the effect of an attack at range 0-2 or is removed by fleeing, remove all victory points from the card, remove card and condition from the game. If you are playing a couple of games, assign condition at setup as normal next game.
- If **several players** bring Sabine Wren (👤👤), place a single condition token in the center of play area. When a ship with Sabine Wren moves through or overlaps the marker - assign Trials of the Darksaber to that ship. Then play it's effects as written. If a ship with condition is destroyed outside of the effect of an attack at range 0-2 or is removed by fleeing, remove all victory points from the card, remove card and condition from the game.

- **Exclude** Trials of the Darksaber from list building, but make this condition **available to all players** on pick up: place a single condition token in the center of play area. When a ship moves through or overlaps the marker - assign Trials of the Darksaber to that ship. Then play it's effects as written. If a ship is destroyed outside of the effect of an attack at range 0-2, remove all victory points from the card, place the token touching this ship base making it available for pick up. If a ship is removed by fleeing, before executing the maneuver, remove all victory points from the card, place the token touching this ship base making it available for pick up.
- Exclude Trials of the Darksaber from list building, but assign it this condition to **the player with most victory points after first game**. Then play it's effects as written. If a ship with condition is destroyed outside of the effect of an attack at range 0-2 or is removed by fleeing, remove all victory points from the card, remove card and condition from the game.

Hyperspace Markers

