

RACING SCENARIO: VIDLA CRUCIBLE UPDATED 2014.08.07

For use with the X-Wing Miniatures Game by Fantasy Flight Games

Design: Dave Graffam, on the web as DagobahDave

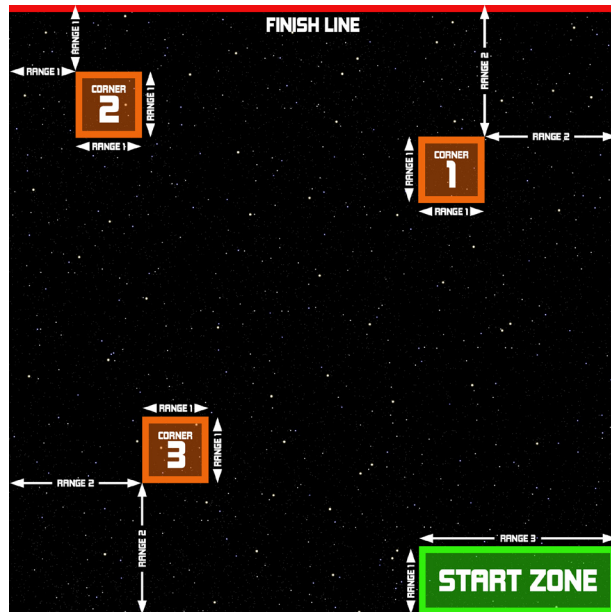
Additional material, advice, playtesting, troubleshooting:

Matt Asher, Jeff Dunford, Mikael Hasselstein, Mark Henderson,
Alejandro Rascon, Graham Richardson, Kelley Smith, the Tuesday night crew
(Beau, Patrick, Taylor, Troy, Valerie), WanderingMiller

Send your comments, questions, suggestions to:

luminousbeings@yahoo.com

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The Vidla Crucible is a space-race course with an infamous history. During the Old Republic it was part of an illegal racing circuit used by space jocks to exhibit their piloting prowess. Dozens if not hundreds of fearless fliers smashed their starships against its asteroids in the pursuit of glory.

As the Clone Wars spread, it became a proving ground for elite Separatist pilots vying for the top honors in their squadrons. Today it is well within Imperial space and used for much the same purpose, now sanctioned for the purpose of testing the skills of young pilots and the capabilities of combat-ready starships.

To compete for the more than 100,000 credit winner's purse, licensed sponsors acquire specially modified small craft and scout for promising recruits from among fresh graduates of flight academies across the galaxy. Sponsors can become wealthy in other ways as well, for although wagers on these races are officially outlawed, most patrons engage in some form of gambling on the outcomes.

ASSEMBLING TEAMS

3 to 6 players (from here on called **sponsors**) may participate in the Vidla Crucible. Each sponsor may spend up to 40 squad points to purchase any ships they choose, outfitting them with modifications, titles and other upgrades. Unique pilots and upgrades are not permitted. Each ship without an elite talent slot may purchase 1 elite talent slot at a cost of 2 squad points. Faction limitations must be respected during this process.

If a sponsor chooses to field 2 or more ships, these are considered **teammates**. During the race, factions are ignored. Only teammates are "friendly" to one another, while all other ships are "enemies".

Reinvestment

Winnings from earlier events can be traded in for additional points during team assembly, at a rate of 10,000 credits per 1 squad point. These squad points do not carry over between races; they are for one race only, and a sponsor may never spend more than 45 squad points total when preparing for a race.

Identifying Ships

All of the sponsors reveal their team selections at once. Then in true racing fashion each ship is assigned a unique ID number token.

DETERMINING INITIATIVE

Once the teams are assembled, initiative order is determined, starting with the team having the lowest squad point total and ascending from there. To break a tie, roll several attack dice and count all critical hits and hits. The sponsor who is first in initiative order is responsible for writing down the initiative order for all sponsors.

The last page of this document is a tracking sheet that should make it easy to organize a racing event using these rules.

PLACING ASTEROIDS

Now the course must be established in the ever-shifting Vidla Asteroid Field. The sponsor with first initiative chooses and places an asteroid in one of the **corners** indicated on the map (the corners are labeled **1**, **2** and **3**). The asteroid must be placed fully within the indicated corner; then a number of tracking tokens equal to its corner number are placed on the asteroid for easy identification during the race. Proceeding through the order of initiative (and cycling back to the sponsor with first initiative if necessary), sponsors continue to place an asteroid in the corners that do not already have one.

When all of the corners contain 1 asteroid each, 3 additional asteroids will be placed by the sponsors, continuing in initiative order. These asteroids must be placed at least Range 1 from any edge of the play area, and at least Range 2 from any other asteroid and the Start Zone.

STARTING POSITIONS

Ships are now placed in the Start Zone in the usual fashion, beginning with the lowest Pilot Skill and breaking ties according to sponsor initiative order. Should the Start Zone become too full for ships to be placed, the Start Zone may be extended to the left (toward corner 3) to accommodate more ships. Once all ships are placed, the first round of play begins.

DENSIS RIFT

As if the Vidla Asteroid Field wasn't a perilous enough venue for high-speed competition, a local gravity anomaly known as the Densis Rift adds a danger that some racers find irresistible.

To use this optional rule, when the last asteroid is placed, mark it with a blue target lock token. This asteroid represents the Densis Rift.

Immediately after a ship completes its movement within Range 1-3 of the Rift (measuring from the nearest points from ship to Rift), that ship's sponsor rolls a number of

RUNNING THE COURSE

To qualify for the prize purse, a competing ship must pass to the outside (or even *through*) all of the corner asteroids in order (1, then 2, then 3), and then leave the play area by passing through the Finish Line. However, if a ship flees the battlefield (**Rules of Play**, page 17) in any other way it is immediately disqualified.

It is entirely legal to field ships with the sole intention of interfering with or attacking competitors, ignoring the designated route. These may even complete the course and vie for the win after other ships are eliminated.

Barrel Rolls and Boosts

It is legal to perform a barrel roll or boost even if it will result in a ship overlapping an obstacle, with the usual consequences for doing so.

Weapons Disabled

All ship weapons (including all cannon, turrets, missiles, torpedoes, bombs, etc.) are disabled at the start of the race.

At the start of the fourth round of play, all weapons restrictors are automatically released and weapons fire may occur as normal from then on.

AWARDING PRIZES

A monetary purse is awarded based on the sponsors' finishing order. First place receives 50,000 credits. Second place receives 30,000 credits. Third place receives 20,000 credits. All other sponsors receive 10,000 credits.

defense dice equal to the speed of the maneuver on its dial. Another sponsor rolls 5 attack dice and the results are compared, with [evades] cancelling [hits] and [critical hits]. For every uncanceled [hit] and [critical hit], move the ship (while keeping its current orientation) 1 straight movement template's distance toward the nearest point on the Rift asteroid.

If at any time a ship or its movement template overlaps the Densis Rift, it is pulled into a dimension of chaotic forces and is immediately destroyed.

HOUSE RULES

Sponsors may implement any sorts of rules changes if they all agree to them, and it is recommended to apply one or two house rules for each race. The following examples of house rules can be chosen by the sponsors, or determined randomly by rolling d100.

Roll	House Rules
01-06	Banned ships: Before squad assembly, each sponsor may take a turn electing to ban a ship type. If more than half of the sponsors agree to the ban, that ship type cannot be used during this race.
07-12	Bloodthirst: When a sponsor's ship delivers the killing blow to an opponent's ship, that sponsor receives a prize of 20,000 credits.
13-18	Class restriction: All sponsors must field the same type of ship, although different pilots are allowed.
19-25	Deep pockets: Each sponsor has an unlimited budget for upgrades.
26-31	Dense field: After the initial 6 asteroids are placed, all sponsors that were not high enough in the initiative order to place an asteroid in a corner may now each take a turn placing 1 additional asteroid.
32-37	Invitational: All pilots must be unique, and upgrades may be unique. When team selections are revealed, if any unique upgrade appears in more than one team, their sponsors must randomly determine the single sponsor who gets to keep it, then do the same for all unique pilots. Sponsors are then given the opportunity to assemble a new team. Repeat this process until there are no duplicated unique pilots or upgrades.
38-43	Ion weapons: Only secondary weapons with the word "Ion" in their title are permitted, and all primary weapon attacks have this effect: <i>If this attack hits, the defender suffers 1 damage and receives 1 ion token. Then cancel all dice results.</i>
44-50	Lower divisions: All sponsors start with 30 squad points instead of 40.

Roll	House Rules
51-56	Mobile asteroids: At the end of each round, the sponsor whose initiative order matches the current round number may choose 1 non-corner asteroid and place a 1 forward movement template in contact with any point on it, then move it to the end of that template, rotating it if they choose. In any case, an asteroid may not be moved closer than Range 1 from any other.
57-62	Multiple ships: Each sponsor must field at least 2 ships, and is granted an additional 20 squad points to help achieve this.
63-68	Nebula: When attacking at Range 3, the defender adds 2 defense dice instead of 1.
69-75	One ship only: Each sponsor may field a single ship only.
76-81	Random weapon limiters: At the start of each round, the player with first initiative rolls 1 red attack die. If the result is a [hit], all weapons are enabled for this round. Otherwise, they are disabled.
82-87	Snipers: During team assembly, a sponsor may purchase <i>sniper shots</i> for 2 squad points each. During any Combat phase, a ship on that sponsor's team may forgo its attack to expend a sniper shot instead. This is treated as a primary weapon attack made from any point on any asteroid, rolling 2 attack dice.
88-93	Space slugs: When a ship moves into or through an asteroid, it rolls 3 attack dice instead of 1.
94-100	Speed governor: If a ship sets its maneuver dial to its fastest straight maneuver, it is dealt one face-down damage card and gains 1 stress token.

MULTI-LAP RACING

Dedicated pilots participate in marathon races in the Vidla Asteroid Field from time to time. With such a high attrition rate, competitors need support in the form of in-race repair facilities.

Laps

When running a race with multiple laps, each competing ship must pass all of the corners in sequence a number of times (usually 2 to 4) before they are eligible to cross the finish line. The number of laps must be agreed upon by all of the sponsors before the race if the course does not specify.

Repair Ship

After the corner asteroids are placed, the next sponsors in initiative order take a turn placing a repair ship in a Repair Zone until all Repair Zones contain 1 repair ship. If the race course has no dedicated Repair Zones, place 1 repair ship in the Start Zone instead, aligning one of its longest edges of its base flush with the edge of the play area in such a way that it does not block competing ships from being placed along the forward edge of the Start Zone. This ship must have a huge or large ship base; it counts as an obstacle, cannot be attacked and does not move.

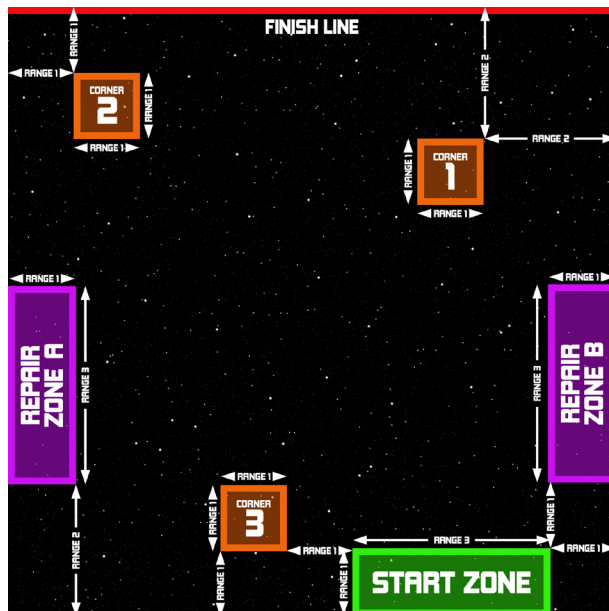
Repair Stops

When a ship executes a maneuver that places it in Range 1 of the repair ship, remove any ion tokens assigned to it. Ships in Range 1-2 of the repair ship cannot be attacked, and any bombs dropped in Range 1-3 of the repair ship are immediately removed from play with no effect.

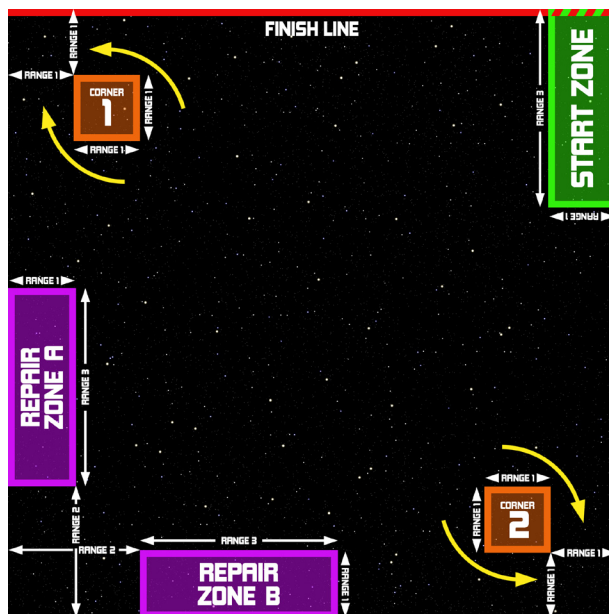
In order to receive repairs from the repair ship, a competing must have passed at least one corner successfully, and it must execute a speed 1 maneuver that places it at Range 1 of the repair ship. On the following turn, the ship must skip its Planning, Activation, Combat and End phases. Just before the next turn's Planning phase, the ship may choose 1 of the following effects:

- Remove up to 2 facedown damage cards.
- Remove 1 faceup damage card.
- Recover up to 2 shield tokens.
- Recover 1 upgrade card that was discarded from this ship.

When running a multi-lap race, use a variety of hash marks on the "corner circles" on the race tracking sheet. For example, use a vertical mark for the first lap, horizontal mark for the second, diagonal mark for the third, and then a filled circle for the fourth.



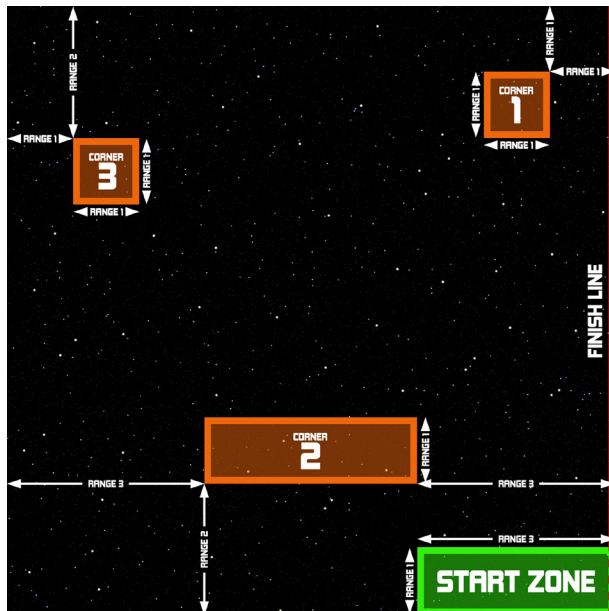
Vidla Classic: Run 3 laps. Should the sponsors run out of room in the Start Zone when using the course above, extend it toward the "west" edge.



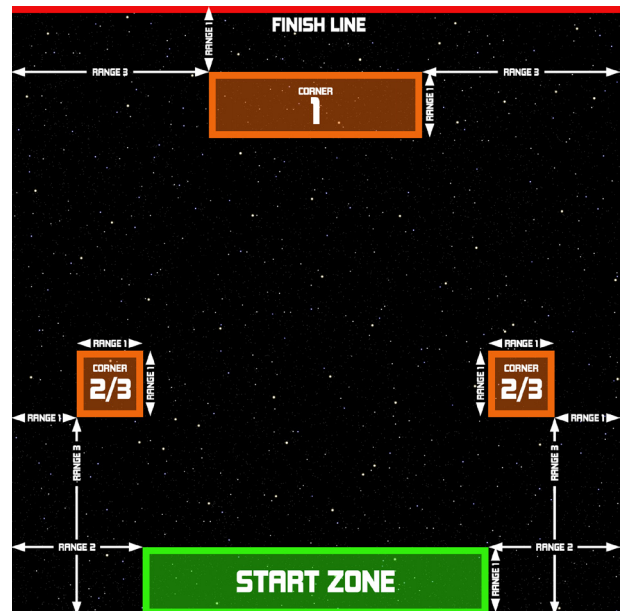
Death Cycle: Run 4 laps. Should the sponsors run out of room in the Start Zone when using the course above, extend it toward the "south" edge. The corners may be passed in either direction indicated by the yellow arrows.

OTHER COURSES

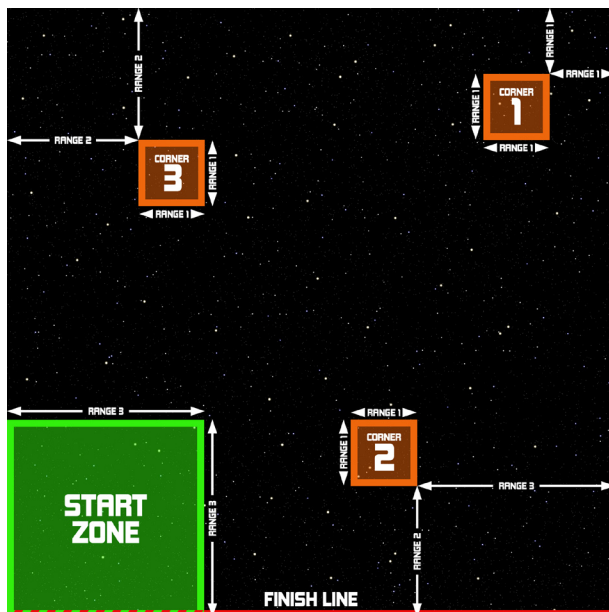
The race course can be configured in many ways, including adding or removing corners, moving the finish line to different edges, changing the shape and size of the Start Zone and corner deployment areas, and so on. Six alternate courses are presented here, along with notes regarding their use.



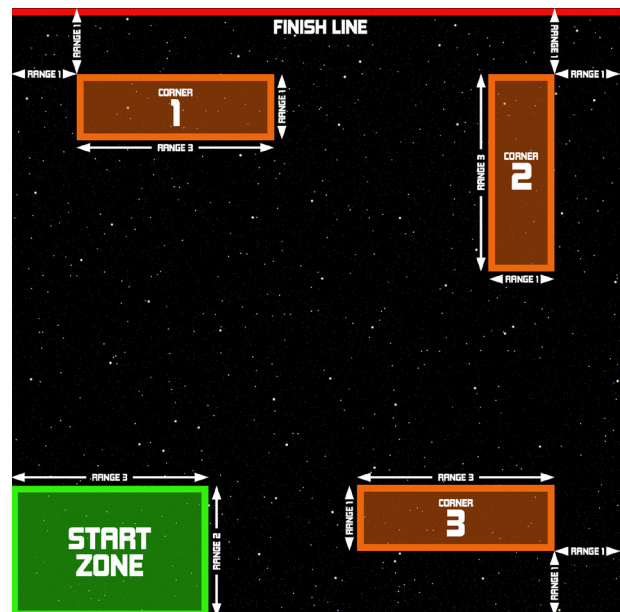
Keener's Curve: The *random weapons limiters* house rule is recommended for this race. Should the sponsors run out of room in the Start Zone when using the course above, extend it toward the "west" edge.



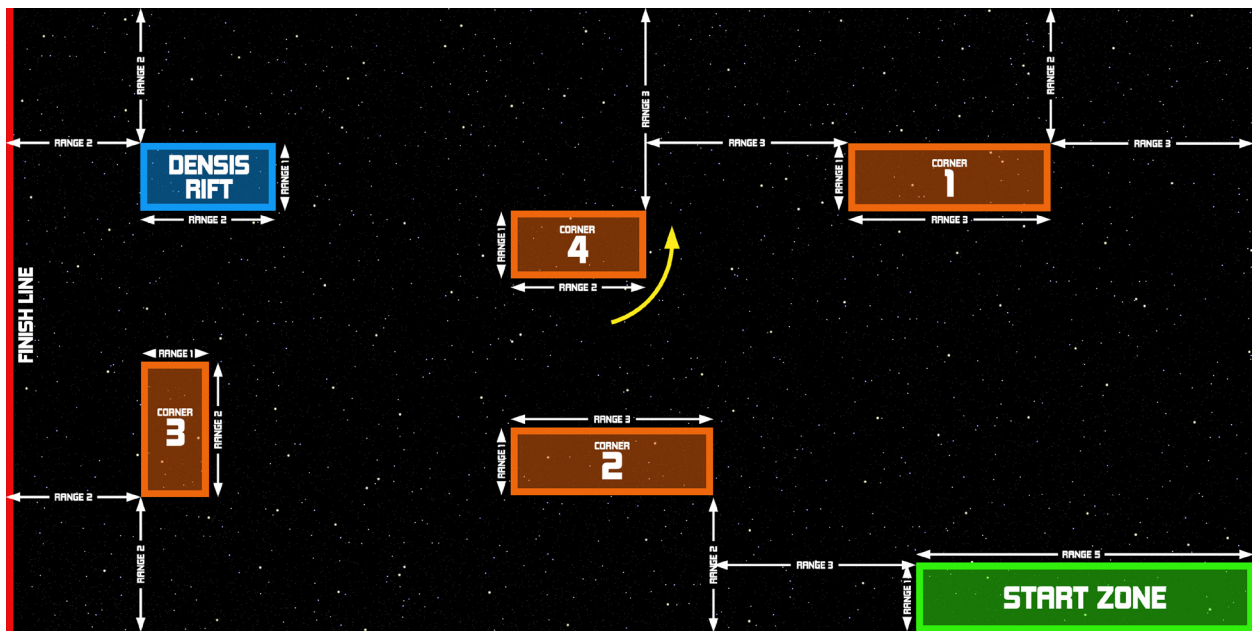
Triangle: For the course above, the first sponsor who places an asteroid in a 2/3 corner decides whether that corner will be 2 or 3, thus determining the number of the last corner.



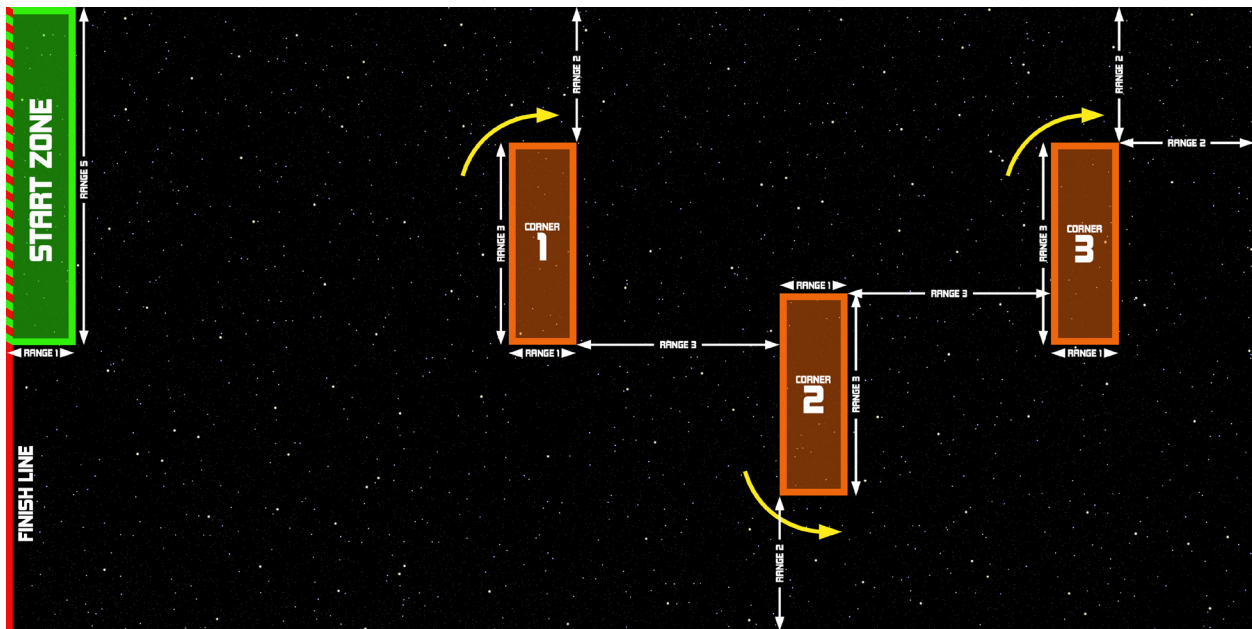
Whorl of Pain: Use of the *Densis Rift* is recommended for the course above.



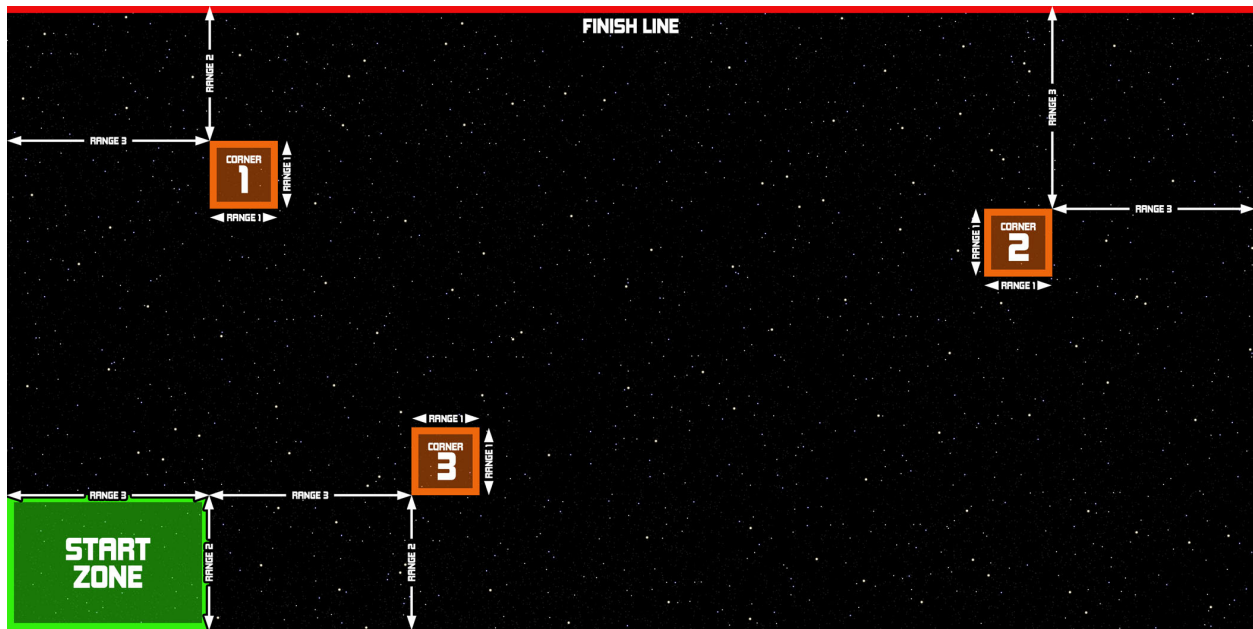
Gates of Chakk: The *space slugs* house rule is recommended for the course above.



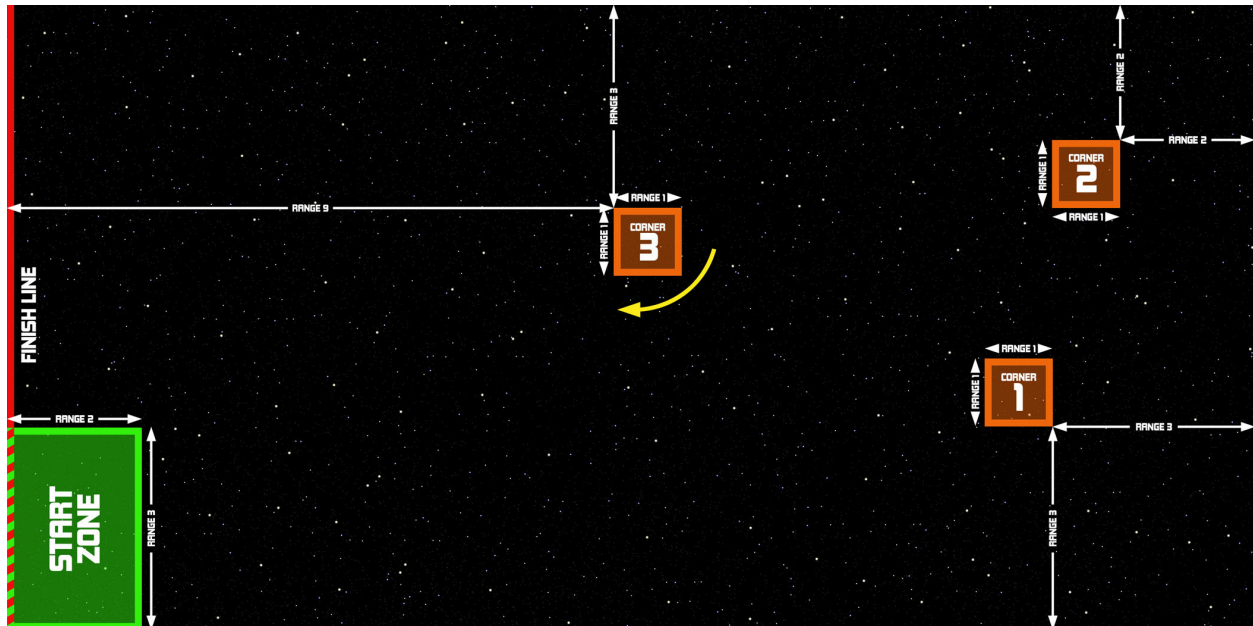
Widowmaker: The course above is set up in a 3x6 foot play area and is recommended for races with 5 or 6 sponsors. This course features 4 corners instead of 3, and uses a total of 10 asteroids (including the Densis Rift, which is the fifth placed asteroid). If the Start Zone becomes too full during ship placement, extend it toward the “west” edge. During the race, corner 4 must be passed in the direction indicated by the yellow arrow, rather than passed to the outside.



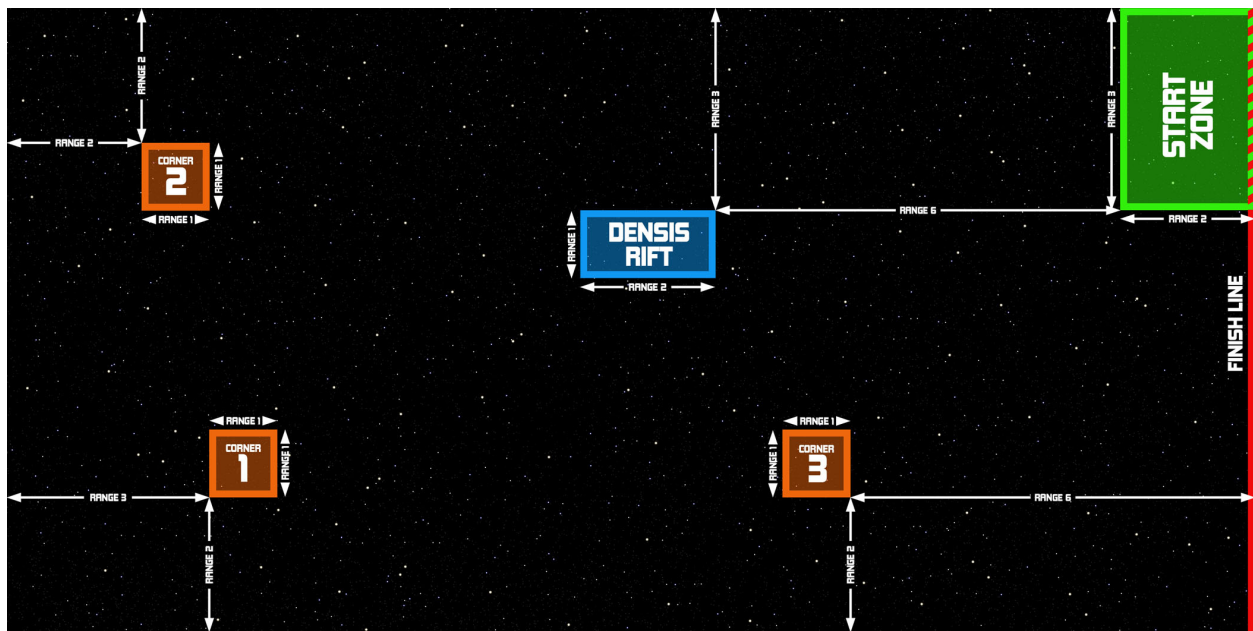
Mieroth's Slalom: The course above is set up in a 3x6 foot play area and is recommended for races with 5 or 6 sponsors. Place a total of 12 asteroids; it is recommended to use the Densis Rift rule in which the last asteroid placed represents the Rift. If the Start Zone becomes too full during ship placement, extend it toward the “south” edge. During the race, each corner must be passed in the direction indicated by the yellow arrows.



Academy Proving Ground: The course above is set up in a 3x6 foot play area and is recommended for races with 5 or 6 sponsors. If the Start Zone becomes too full during ship placement, extend it toward the “west” edge.



Eye of the Needle: The course above is set up in a 3x6 foot play area and is recommended for races with 5 or 6 sponsors. Squads may not contain Large ships. Place 12 asteroids instead of the usual 6; non-corner asteroids must be at least Range 1 from any other asteroid, edge or the Start Zone. If the Start Zone becomes too full during ship placement, extend it toward the “north” edge. During the race, corner 3 must be passed in the direction indicated by the yellow arrow, rather than passed to the outside.



Wanderer's Knot: The course above is set up in a 3x6 foot play area and is recommended for races with 5 or 6 sponsors. This course uses a total of 10 asteroids (including the Densis Rift, which is the fourth placed asteroid). If the Start Zone becomes too full during ship placement, extend it toward the "south" edge.



Graveyard of Ord Nerim: The course above is set up in a 3x6 foot play area and is recommended for races with 5 or 6 sponsors. After the corner asteroids are placed, the next sponsor in initiative order places a huge ship in Wreck Zone 1. Then the next sponsor places a huge ship in Wreck Zone 2, and the next sponsor places a huge ship in Wreck Zone 3. Then, continuing in initiative order, the sponsors take turn placing the 4 remaining asteroids, which must be at least Range 1 from any huge ship in addition to the usual placement rules. The huge ships are immobile wrecks following the standard rules for using huge ships as obstacles. (Optionally, if you do not have enough huge ships to place in each Wreck Zone, place 3 asteroids anywhere in that zone as long as they do not overlap each other.) If the Start Zone becomes too full during ship placement, extend it toward the "north" edge. During the race, corner 2 must be passed in the direction indicated by the yellow arrow.

Player	Finish	Points
	ooo	ID #
	ooo	ID #
	ooo	ID #

Player	Finish	Points
	ooo	ID #
	ooo	ID #
	ooo	ID #

Player	Finish	Points
	ooo	ID #
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Player	Finish	Points
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Player	Finish	Points
	ooo	ID #
	ooo	ID #
	ooo	ID #

Player	Finish	Points
	ooo	ID #
	ooo	ID #
	ooo	ID #

INITIATIVE ORDER

1
2
3
4
5
6

ROUNDS

1	2	3
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VIDLA CRUCIBLE

RACETRACKING SHEET

When a ship successfully rounds a corner asteroid, fill in one of the circles (o o o) on its tracking line.

COMBAT ORDER

1
2
3
4
5
6
7
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