House rules for XIA

Ship movement

Instead of rolling a simple die (corresponding to the current engine), roll 2 and choose the higher of both.
Tier-1 engines: 2 x D6
Tier-2 engines: 1 x D8 and 1 x D6
Tier-3 engines: 1 x D12 and 1 x D8
(Found @ https://boardgamegeek.com/thread/1247100/how-about-movement-rolling-two-dice-and-dropping-l)

Random placement of demand resources

Instead of having static Sell Spaces for each system, draw a random resource cube each time you sell this resource in that system. Of course you can only sell a good if there is a demand.

The Buy Space will not alter throughout the game!

(Found @ https://boardgamegeek.com/thread/1246691/fluctuating-trade-routes-variant-idea)