

X-WING™ STANDARD PLAY TOURNAMENT RULES

All changes and additions made to this document since the previous version are marked in red.

VERSION 2.2.1/ UPDATED 10.16.2014

The organized play program for the *Star Wars: X-Wing™ Miniatures Game*, sponsored by Fantasy Flight Games ("FFG") and its international partners, follows the organization and rules provided herein.

For the 2014 Tournament season, all sanctioned competitive and premier X-Wing tournaments must be run as Dogfight events.

The beginning of this document provides an overview of player conduct and general rules that apply to all events. Following are the official Dogfight and Escalation tournament rules. At the end of the document are additional squad-building rules and component restrictions.

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CONDUCT

Component Interpretation and Rules

Sanctioned tournaments are played using the rules in the *X-Wing* core set rulebook, which may be downloaded from the [X-Wing website](#) at any time. Components are interpreted using the appropriate rulings on the most recent FAQ available on the [X-Wing support page](#). During sanctioned competition, players must refer to this FAQ to settle disputes concerning printed values and icons or the interpretation of a card's wording. Also, the golden rule applies when interpreting card effects and interactions; if the rules text of a card contradicts the game rules, the rules on the card take precedence.

The Tournament Organizer ("TO") is the final authority for all card interpretations, and may overrule the FAQ when, in the TO's opinion, a mistake or error is discovered.

Unsportsmanlike Conduct

Players are expected to behave in a mature and considerate manner, and to play within the rules and not abuse them. This prohibits intentionally stalling a game for time, placing components with excessive force, abusing an infinite combo, inappropriate behavior, treating an opponent with a lack of courtesy or respect, etc. Collusion among players to manipulate scoring is expressly forbidden. The TO, at his sole discretion, may remove players from the tournament for unsportsmanlike conduct.

Tournament Organizer Participation

The TO may participate in a casual- or competitive-level tournament for which he is responsible only if there is a second Tournament Organizer present. This second TO must be announced at the beginning of the tournament, and is responsible for all rulings for games in which the primary TO is playing.

During a premier tournament, judges and Tournament Organizers cannot participate. Tournament Organizers and judges for premier championship tournaments (Regionals, Nationals, and Worlds) are expected to commit their full attention to organizing and judging the event, and therefore are not permitted to participate in their own Regional, National, or World Championship events as players.

Margin of Error

Ships are sometimes moved accidentally or placed inexactly during the normal course of the game. A small margin of error is allowed in the position and orientation of ships in these situations so that the pace of the game is not unnecessarily affected. Players should not abuse this margin of error, and they must use the tools included with the game to be as accurate as possible. Using excessive force when placing components to intentionally move other components is **expressly forbidden**. In the event of a dispute, the TO has the final authority on ruling and can disqualify unsportsmanlike players.

Missed Opportunities

Players are expected to play optimally, remembering to perform actions and use card effects when indicated. If a player forgets to use an effect during the timing specified by that effect, he cannot retroactively use it without the consent of his opponent. Players are expected to act with respect and not intentionally distract or rush an opponent with the intent of forcing a missed opportunity.

Component Modifications

Players are welcome and encouraged to personalize their squads according to the following rules. The TO is the final authority on any component's eligibility in the tournament. If a component is ruled ineligible and the player does not have a replacement for it, that player is disqualified from the tournament.

Ship models may be painted as desired as long as the alterations are not offensive and do not adversely affect another player's experience. The size and shape of a ship model cannot be modified in any way.

Ship bases cannot be modified to alter their size or shape. Weight may be added to a ship base if it does not alter the shape of the base. Ship pegs (including the connecting pegs affixed to ship models) may be modified or replaced as desired so long as the alterations are not offensive and do not adversely affect another player's experience.

Cards must remain unaltered, though they may be sleeved for protection. Sleeves for Damage cards must be identical and unaltered. Players may mark their tokens and their maneuver dials to indicate ownership as long as the function of the component is not compromised. However, players should be careful not to mark the backs of their maneuver dials in an asymmetrical way, or in any way that may indicate to their opponents what maneuvers they have selected!

During tournament play, each player is required to use components included in official *X-Wing* products with the exception of third party maneuver templates, tokens, and range rulers, the use of which is addressed below.

Ship, base, and card proxies are not allowed. Asteroids and other obstacles may not be modified in any way. Custom "setup" templates designed to aid players in ship deployment are not allowed. However, players may use their range rulers and maneuver templates to help them set up formations during deployment.

Players **cannot** bring their own playmats to play on instead of the play surfaces provided by the TO. A TO may borrow playmats from players ahead of time, but they must be randomized to ensure fairness. Each ship in play must remain attached to its base. If two or more models in play could potentially touch, causing conflict with movement or placement of ships (e.g. two Millennium Falcon ships are placed with their bases touching), players must adjust the number of plastic pegs to increase or decrease height until the ship models are not touching. Under no circumstances can a player continue his turn while a ship model is removed from its base.

Range Rulers, Tokens, and Maneuver Templates

Minor variations in the printing process and the existence of third-party products may cause slight disparities in the measurements of some rulers and templates. Before a tournament match begins, any player may request that a single range ruler and/or set of maneuver templates be shared for the duration of the match. Both players must agree on the set of maneuver templates to be used, as well as which side of the range ruler to use. The TO will have the final say in any decision. Third-party tokens may also be used, provided they are clearly recognizable and both players agree to their use.

OFFICIAL X-WING DOGFIGHT TOURNAMENT RULES

Dogfight tournaments for the *X-Wing* miniatures game are held in a series of 75 minute tournament rounds. Tournament organizers may adjust this number up or down by up to fifteen minutes as they see fit, to a minimum of 60 and a maximum of 90. If they do, they must inform all players in advance of the tournament. Each tournament round, players will score tournament points based on the result of their game. After a predetermined number of tournament rounds (depending on the field size and time constraints of the tournament), the top point-scorer is the winner of the tournament unless there is a championship bracket scheduled.

For larger tournaments, the field will cut to a final championship bracket. In such a tournament, the top point scorers (usually a top 4 or top 8) will then play off in single-elimination championship brackets to determine the tournament champion. The TO must declare whether there will be a championship bracket before the tournament begins.

SQUAD BUILDING

The squad-building rules described in this section supersede the squad-building rules described in the *X-Wing* rulebook. Each player must build one squad for use in an *X-Wing* Dogfight tournament.

The maximum squad points for each player is 100 points. A squad cannot exceed 100 points, though it may contain fewer than 100 points.

Each player may choose to field either a Rebel or Imperial squad, as tournament seeding ignores the player's faction.

Each player must submit his squad composition, including all associated Upgrade cards and total squad points, to the TO before the start of the tournament. Players must use the same squad for the duration of the tournament, including all Ship and Upgrade cards.

Each player must bring an *X-Wing* core set and any additional components he needs for his squad. This includes (but is not limited to) dice, a range ruler, maneuver templates, asteroid tokens, and a complete Damage deck. A player cannot bring more than one copy of each asteroid token. The TO is not expected to supply any game components to players.

Setup Procedure

Before the tournament begins, the TO must set up tables suitable for tournament play. Each table must contain a 3' by 3' square play area with clearly delineated edges. Two opposite edges of the play area should be labeled as player edges. Players should have enough space on the table to comfortably place all of the components necessary for their squads. The TO will assign each player a number for the purpose of seating.

If a TO cannot or chooses not to comply with the recommended setup, he must inform all players of the alternate play area well in advance of the start of the tournament.

Squad Deployment Procedure

The following steps must be performed before each game begins and may be performed before the TO officially announces the start of a tournament round:

1. Each player places his squad outside of the play area next to his assigned player edge.
2. Both players reveal all components in their squads and assign ID tokens to any ships that have a duplicate on the same team. If both players fielded squads from the same faction, ID tokens are assigned to all ships (see Mirror Matches on page 3). One player must exclusively display the white numerals of his ID tokens; the other player displays only the black numerals.
3. Each player shuffles his Damage deck thoroughly and presents it to his opponent. His opponent may shuffle and cut the deck if desired.
4. Players determine initiative. The player with the lowest squad point total decides which player has initiative. If both players are tied with the same squad point total, toss a coin. The winner of the coin toss decides who has initiative.

5. The player with initiative places the six unique asteroid tokens from his core set next to the play area. He chooses one of these asteroid tokens and places it into the play area. Then, his opponent chooses one of the remaining asteroid tokens and places it into the play area. The players continue to alternate until all six tokens have been placed. An asteroid token cannot be placed at Range 1–2 of any edge of the play area or at Range 1 of another asteroid token.
6. Players place their ships in ascending order of pilot skill as per standard *X-Wing* rules.
7. Players activate shields and prepare any special components they may need. Players may not begin moving ships until the TO officially announces the start of the tournament round.

End of Match

Each tournament match ends in one of the following three ways:

- All of one player's ships are destroyed (respecting the Simultaneous Attack Rule, Rules of Play, Page 16). The player with at least one ship remaining immediately earns a Match Win, and the opposing player receives a Match Loss. If neither player has any remaining ships, the game ends in a Draw.
- At the end of the current round, the match time limit has been reached (if time is called mid-round, players must finish the round). Each player calculates his score by adding together the total squad point value of his opponent's destroyed ships, including Upgrade cards equipped to those ships. The player with the greater score receives a Modified Match Win, and his opponent receives a Match Loss. If the winning player's score is at least 12 points more than his opponent's score, he receives a Match Win. If both players have the same score, the game ends in a Draw.
- A player voluntarily concedes defeat at any point during the match. By conceding defeat he receives a Match Loss and his opponent receives a Match Win.

Scoring

Players earn tournament points at the end of each match as follows:

- Match Win = 5 tournament points
- Modified Match Win = 3 tournament points
- Draw = 1 tournament point
- Match Loss = 0 tournament points

These points are used to determine the winner of the tournament. In the case of a larger event, they are instead used to determine who makes the cut to the championship bracket rounds.

Margin of Victory

At the end of each match, the player who has destroyed more squad points adds the amount by which his score exceeds his opponent's score to 100 and records it on his score sheet. The player who has destroyed fewer squad points subtracts the same amount from 100 and records it on his score sheet.

End of match example: *Anakin wins the game, destroying 53 squad points of his opponent's ships. Anakin's opponent, Biggs, has destroyed 24 points of Anakin's ships. Anakin wins by 29 points, which he adds to 100 for a margin of 129. Biggs loses by 29 points, which he subtracts from 100 for a margin of 71.*

If a player destroys all of his opponent's ships, his opponent's squad is worth 100 squad points, even if it is worth fewer squad points to begin with.

If a player concedes the match, treat all of his remaining ships as destroyed.

Breaking Ties

If players have identical win-loss records, the tie is broken based upon Margin of Victory. The player with the highest Margin of Victory wins the tie and advances. If the players are still tied, calculate the strength of each player's schedule by combining total match points of all their opponents. The player whose opponents had the highest total combined match points wins the tie and advances.

Seeding

Standard Swiss style pairings are used (see [FFG Organized Play support page](#) for details). Random pairings are recommended for the first round, however the TO should avoid pairing family members or players who traveled together to get to the tournament, if at all possible, for the first round.

For each round after the first, all pairings will be based on the **amount** of tournament points and **margin of victory** earned by players. **Players are matched with an opponent with the same amount of tournament points starting with the two players with the highest margins of victory. If there are an odd number of players with the same amount of tournament points, the remaining player is matched with the player with the highest margin of victory from the group with the next highest amount of tournament points.**

Each pairing should be checked to ensure that no two players are matched up against one another more than once before either the end of the tournament or the beginning of championship play, whichever comes first. As each pair is formed, the TO checks to make sure that players have not already played one another. If they have, the TO must swap one of the players out with a different player who has the same **amount** of tournament points, then matchups continue until every player is paired with an opponent he has not played.

If there is an odd number of players in the tournament, the player **with the least amount of tournament points and lowest margin of victory** receives a bye, counting as a match win.

Seeding example: Anakin, Luke, and Biggs all have 15 tournament points. But since their margins of victory are different (Anakin has 520, Luke has 475, Biggs has 380), Anakin would play Luke and Biggs would have to play against Kyle who has 13 tournament points and a margin of victory 402.

Byes

Occasionally, tournaments involve an odd number of competitors, resulting in the transfer of a competitor directly to the next round of a competition in the absence of an assigned opponent. This is called "getting a bye." The player who gets a bye is determined randomly in the first round, after which point the bye is given to the player with the fewest tournament points (in the case of identical win-loss records, the bye is awarded to the player with the lowest Margin of Victory). A bye counts as a Match Win with a Margin of Victory of 150.

Championship Bracket Rounds

In larger tournaments, the TO may "make a cut" after a predetermined number of rounds. The TO will announce if there is a cut before the start of the tournament. Players are ordered by tournament points from highest to lowest, with Margin of Victory used to eliminate ties. The top players (determined by tournament size) then begin a new set of tournament rounds. Only these players will be paired in subsequent rounds.

The championship bracket's seeding is determined by ranking in the preliminaries; the player with the best record will play against the player with the worst record, the player with the second-best record will play against the player with the second-worst record, and so on. Once seeded, the championship bracket is set, not reseeded each round. Players are eliminated from the pairings once they have lost a game. Only players who have won continue on to the next round. The winner of the championship bracket is the tournament champion. If a game ends in a Draw during a championship bracket round, the winner is the player with initiative. **The final game of the championship bracket is untimed.**

Official X-Wing Escalation Tournament Rules

Escalation tournaments for the *X-Wing* miniatures game are identical to Dogfight tournaments with the following exceptions:

Escalation tournaments are held in a series of four tournament rounds. The first round is 50 minutes, the second round is 70 minutes, the third round is 90 minutes, and the fourth round is 120 minutes. Tournament organizers may adjust this number up or down by up to 10 minutes each round as they see fit. If they do, they must inform all players in advance of the tournament.

Each new tournament round, players field a larger pre-built squad (following the Escalation squad building rules below), and players will score tournament points after each round based on the result of their game. After four tournament rounds (depending on the field size and time constraints of the tournament), the top point-scorer is the winner of the tournament unless there is a championship bracket scheduled.

For larger tournaments, the field will cut to a final championship bracket. In such a tournament, the top point scorers (usually a top 4 or top 8) will then play off in single-elimination championship brackets to determine the tournament champion. Championship bracket rounds are played with each player's 150 squad point squad. The TO must declare whether there will be a championship bracket before the tournament begins.

Escalation Squad Building

The squad-building rules described in this section supersede the squad-building rules described in the *X-Wing* rulebook. Each player must build four squads for use in an *X-Wing* Escalation tournament. These squads will be used in order of lowest number of squad points to highest number of squad points, one squad for each of the four tournament rounds.

Each player may choose to field either Rebel or Imperial squads, as tournament seeding ignores the player's faction. Each of the squads fielded must be from the same faction. **You may not have more than eight small ships of the same ship type (TIE fighter, A-Wing, etc.) in any squad. You may not have more than four large ships of the same ship type in any squad.**

The maximum squad points for each player's first squad is 60 points. A squad cannot exceed 60 points, though it may contain fewer than 60 points.

On subsequent rounds, the maximum squad points for each player's squad increases to 90 for the second round, 120 for the third round, and 150 for the fourth. During each round, **each squad must contain all ships and upgrade cards from the previous squad.** Ships from the previous round must keep all equipped upgrade cards, and these cards may not be "transferred" to a different ship. However, new upgrade cards may be added to ships from the previous squad.

Each player must submit a list of all four of his squads, including all associated upgrade cards and total squad points, to the TO before the start of the tournament.

Each player must bring an *X-Wing* core set and any additional components he needs for all four of his squads. This includes (but is not limited to) dice, a range ruler, maneuver templates, asteroid tokens, and a complete Damage deck. A player cannot bring more than one copy of each asteroid token. The TO is not expected to supply any game components to players.

Escalation Margin of Victory

At the end of each match, the player who has destroyed more squad points adds the amount by which his score exceeds his opponents score to the available squad points for that round and records it on his score sheet. The player who has destroyed fewer squad points subtracts the same amount from the available squad points for that round and records it on his score sheet. For example: *Luke destroys 15 more squad points than Anakin in the first round, earning him a win with a margin of victory of 75 (60 + 15). Anakin's margin is 45 (60 - 15).*

ADDITIONAL TOURNAMENT RULES

Score Piles

To facilitate squad point counting when a match reaches the time limit, each player must maintain a score pile next to his Ship cards. When a ship is destroyed, the owner of the ship places the corresponding Ship card into his score pile along with all Upgrade cards equipped to that ship (including any cards discarded during that game, such as missiles, bombs, etc.). At the end of the match, each player calculates his score by totaling the squad point values of all cards in his opponent's score pile. Players may request to count both score piles to verify final scores.

Discarded Cards

When a player is instructed to discard a Ship card or Upgrade card, he flips it facedown instead. Facedown Ship and Upgrade cards are out of play and treated as discarded. Discarded Upgrade cards remain next to the Ship card to which they are equipped; they are not placed into the score pile unless the ship to which they are equipped is destroyed.

Mirror Matches

A mirror match is a match between two players who are using the same faction. Tournament seeding does not favor Rebel vs Imperial matches, so mirror matches will occur. If players using the same faction are paired for a match, all normal game rules apply. Each player may field cards with unique names even if his opponent is using a card with the same unique name. To facilitate a mirror match, each player is required to assign ID tokens to each of his ships, including ships with unique names. One player must exclusively use ID tokens with the white numerals facing outward, and his opponent must exclusively use ID tokens with the black numerals facing outward. If players cannot agree upon color assignment, the winner of a coin toss chooses the color of their ID tokens. When a player assigns maneuver dials, he may assign them to Ship cards rather than placing them next to ship bases. This prevents a player from mistaking his opponent's dials for his own.

Damage Cards

When a player's ship is dealt a Damage card, the card is dealt from that player's own Damage deck. Players must maintain their own discard piles for their Damage cards. Before shuffling, players may request to examine their opponent's Damage deck to validate its contents. The TO may check Damage decks at any time.



TOURNAMENT SQUAD POOL

Legal Products

All *Star Wars: X-Wing™ Miniatures Game* components are legal for sanctioned play unless they are marked with the epic icon (ships with the epic icon (E) next to the card title on the Ship card can be fielded only in Epic Play).

Note: All components from the YT-2400 Freighter and the VT-49 Decimator Expansion Packs will not be legal for the 2014 World Championship or any side events during the 2014 World Championship Weekend.

Only official models, cards and tokens can be used in tournaments (proxies of cards and ships cannot be used), and third-party range rulers and movement templates must be agreed upon by all match participants before the game. In North America, products are legal upon their release. Competitors outside North America should check with their TO to determine which products are tournament legal.

Components can only be modified as described under "Component Modifications" on page 1. If the *Star Wars™* Dice app is used, the app must be displayed in full view of both players at all times.

This and other supported documents for FFG Organized Play can be accessed from the FFG Organized Play Support Page: <http://www.fantasyflightgames.com/opsupport>

TIERS OF TOURNAMENT PLAY

Fantasy Flight Games' Organized Play events are broken into three tiers of play. Each tier communicates what expectations the players, judges, and tournament organizers should have when they are involved with a *Star Wars: X-Wing™ Miniatures Game* tournament. In addition, the competitive and premier tiers ensure that no matter where a tournament is held, it will be run with the same standards of play and rules enforcement as other tournaments of the same kind around the world.

Casual

Casual events stress fun and a friendly atmosphere. These events help build local communities and are a great way for new players to experience their favorite game without worrying whether they know every little rule. This tier may include leagues, weekly game nights, and any event using a *Star Wars: X-Wing™ Miniatures Game* variant.

Competitive

Competitive events require players to have general knowledge of a game's rules. While experienced players will come to these events to compete for prizes, players should not be punished for their lack of understanding in the finer points of *Star Wars: X-Wing™ Miniatures Game* rules. Players can come to these events expecting a consistent experience from store to store. This tier includes Store Championships and unique, one-off events such as the *X-Wing™ Wave 4 Assault at Imdaar Alpha* event.

Premier

Premier events are the highest level of competition for Fantasy Flight Games tournaments, and all players, judges, and tournament organizers involved are held to the highest levels of conduct. Players are assumed to be familiar with the game's rules, as well as the latest FAQ and tournament rules, and should expect all rules to be strictly enforced. Regional Championships, National Championships, and World Championships are premier events.