

STAR WARSTM

ARMADATM



TOURNAMENT RULES

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All tournaments supported by the Organized Play program for the *Star Wars*™: Armada Miniatures Game, sponsored by Fantasy Flight Games (FFG) and its international distribution partners, follow the rules provided herein.

The beginning of this document provides tiers of tournament play and details for the *Star Wars*: Armada tournament structure. Following are fleet-building rules. At the end of the document are rules for conduct, additional gameplay rules, and components legal in tournament play.

RULES AND INTERPRETATION

Sanctioned tournaments are played using the rules in the *Star Wars*: Armada core set Learn to Play and Rules Reference booklets, which may be downloaded from the Support page of the *Star Wars*: Armada website at any time. If there is a contradiction between the Rules Reference and Learn to Play booklets, the Rules Reference booklet takes precedence.

The most up-to-date rulings for components can be found in the most recent FAQ available on the *Star Wars*: Armada Support page. During a competition, players must refer to this FAQ to resolve 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 head judge is the final authority for all card interpretations and may overrule the FAQ when a mistake or error is discovered.

TIERS OF TOURNAMENT PLAY

Fantasy Flight Games' Organized Play events are divided 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*: Armada 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 emphasize 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, etc.

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*: Armada rules. Players can come to these events expecting a consistent experience from store to store. This tier includes Store Championships and one-off FFG-sanctioned events.

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.

TOURNAMENT STRUCTURE


Tournaments for *Star Wars*: Armada are held in a series of 90-minute tournament rounds. Each tournament round, players score tournament points based on the result of their game. After a predetermined number of tournament rounds (see "Round Structure" on page 3), the top point scorer is the winner of the tournament.

SETUP PROCEDURE

Before the tournament begins, the tournament organizer (TO) must set up tables suitable for tournament play. Each table must contain a 6' by 3' rectangular play area with clearly delineated edges (see "Play Surface" below). Players should have enough space on the table to comfortably place all of the components necessary for their fleets. The TO should assign each table a number for the purpose of seating.

FLEET DEPLOYMENT PROCEDURE

The setup steps described in this section supersede steps 1–2 of the standard setup rules described on page 10 of the *Star Wars*: Armada Rules Reference booklet. These 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 or her fleet outside of the play area next to their assigned player edge. Both players reveal all ships, squadrons, and upgrade cards in their fleets. Players do not reveal their objective cards.
2. Players set each shield dial and squadron disk to its maximum shield and hull values. Players also set the activation slider of each squadron to display the blue end of the slider with the  icon. Players then assign flagship or ID tokens to any duplicates of ships on the same team. If both players are fielding fleets from the same faction, they assign ID tokens to all ships and squadrons (see "Mirror Matches" on page 3). One player must exclusively display the white versions of his or her ID tokens; the other player must display only the black tokens.
3. Each player shuffles his or her Damage deck thoroughly and presents it to the opponent. The opponent may shuffle and cut the deck if desired.

Players then proceed through steps 3–8 of the standard setup rules on page 10 of the *Star Wars*: Armada Rules Reference booklet. Players use the second player's obstacle tokens in step 5.

PLAY SURFACE

Competitive play in *Star Wars*: Armada depends on precise placement of ships and squadrons. It is strongly recommended that each play area be covered with playmats, felt, or a similar material in order to create friction and prevent ships and squadrons from sliding out of place when accidentally bumped.

If playmats are used, only official FFG *X-Wing*™ Playmats are allowed. This is to guarantee a consistent experience for players and prevent any advantage players may gain from familiarity with a particular map. Two *X-Wing* Playmats laid side by side meet the requirements for a *Star Wars*: Armada play area.

END OF MATCH

Each *Star Wars*: Armada match ends in one of the following four ways:

- All of one player's ships are destroyed. The player with at least one ship remaining earns a win and the opposing player receives a loss. Each player calculates his or her score as described in the "Margin of Victory" section below. Then, players determine their tournament points.
- At the end of the sixth round. Each player calculates his score as described on page 9 of the *Star Wars*: Armada Rules Reference booklet. Players use their scores to determine their tournament points.
- After completing the Status Phase of the current round, if time has been called. (Players finish the round if the time limit is reached mid-round.) Each player calculates his score as described on page 9 of the *Star Wars*: Armada Rules Reference booklet. Players use their scores to determine their tournament points.

SCORING

Players earn tournament points at the end of each match. These points are used to determine the winner of the tournament. Tournament points are awarded based on a player's margin of victory.

MARGIN OF VICTORY

Players determine their margin of victory using their final scores as described on page 9 of the *Star Wars*: Armada Rules Reference booklet. The player with the greater score subtracts his or her opponent's score to calculate the margin of victory. Then, the players compare this result to the table below and receive a number of tournament points based on whether they won or lost.

If a player destroys all of his or her opponent's ships and squadrons, the destroyed fleet is worth 180 points, even if the opponent's fleet is comprised of components worth fewer than 180 points.

TOURNAMENT POINTS

MARGIN OF VICTORY	WIN	LOSS
0–10	5	5
11–30	6	4
31–60	7	3
61–100	8	2
101–150	9	1
151+	10	0

End of match example: *Gabe wins the game, destroying 58 fleet points of his opponent's ships and earning two 15-point victory tokens for a total score of 98. Gabe's opponent, Kris, has destroyed 40 points of Gabe's ships and earned one 15-point victory token for a total score of 55. Gabe wins by a 43-point margin of victory. He compares this number to the scoring table. Gabe earns 7 tournament points and Kris earns 3 tournament points.*

CONCESSIONS

Players are discouraged from conceding. If a player concedes a match, all of that player's remaining ships and squadrons are destroyed. The opponent calculates his or her score as described in the "Margin of Victory" section above and then determines his or her tournament points. The conceding player receives 0 tournament points.

TIEBREAKERS

If two or more players have the same number of tournament points, they are ranked based on each player's cumulative margin of victory from games they have won. The player with the greatest total margin of victory is ranked first, the player with the second greatest total margin of victory is ranked second, and so on.

If two or more players have the same number of tournament points and have not won any games or are still tied after comparing their margin of victory, calculate each player's strength of schedule by combining the total tournament points of all their opponents. The player whose opponents had the highest total combined tournament points (highest strength of schedule) is ranked first, the player with the second highest strength of schedule is ranked second, and so on.



PAIRINGS

Swiss style pairings are used for *Star Wars: Armada* tournaments. The number of tournament rounds is outlined in “Round Structure” to the right. For the first round, players are paired at random. For casual-level events, players may request the TO to not match them against travel partners, if possible, for the first round.

For each round after the first, the highest-ranked player is paired against the second highest-ranked player, the third highest-ranked player is paired against the fourth highest-ranked player, and so on. If there is an odd number of players, the lowest-ranked player is awarded a bye (see “Byes” below).

While creating pairings for the second round and beyond, the tournament organizer should make sure no player is paired against a player he or she has already played. If a player is, the TO pairs that player against the next highest-ranked player he or she has not played.

Seeding example: *Mike, Gideon, and Ally each have 24 tournament points. Mike has a margin of victory of 111, Gideon has 105, Ally has 99. Mike plays Gideon, and Ally plays the next highest-ranked player: Sara, who has the highest cumulative margin of victory of players with 22 tournament points. Mike wins against Gideon and receives 6 tournament points for a total of 30 tournament points, while Gideon receives 4 for a total of 28 tournament points. Sara wins against Ally and receives 6 tournament points for a total of 28 tournament points, while Ally receives 4 for a total of 28 tournament points. In the next round, Sara, Ally, and Gideon are all tied with 28 tournament points. Since Sara and Ally have already played, Sara plays Gideon and Ally plays the next highest-ranked player.*

BYES

Occasionally, tournaments involve an odd number of competitors, resulting in one competitor having no opponent for a round and immediately being transferred to the following round. This is called a “bye.” The player who receives a bye is determined randomly in the first round. In later rounds, the bye is given to the player with the fewest tournament points. In the case of identical tournament points, the bye is awarded to the player with the lowest margin of victory. If players are still tied, the bye is awarded randomly to one of those players.

When a player receives a bye, he or she is awarded a win with 8 tournament points and a margin of victory of 61 for the round.

MIRROR MATCHES

A mirror match is a match between two players who are using the same faction. Tournament seeding does not favor matches between different factions, 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 flagship or ID tokens to each of his ships and squadrons, including those with unique names. One player must exclusively use ID tokens with white backgrounds, and his opponent must exclusively use ID tokens with black backgrounds. If players cannot agree upon color assignment, the winner of a coin toss chooses the color of their ID tokens.

ROUND STRUCTURE

The length of a tournament is determined by the number of players. For casual tournaments, tournament organizers may choose a number of rounds they feel best fits the needs of the tournament and players.

The number of Swiss rounds for a competitive or premier-level *Star Wars: Armada* tournament is outlined below.

NUMBER OF PLAYERS	NUMBER OF ROUNDS
UP TO 32	3
33 AND ABOVE	5

LARGE EVENTS

Tournaments that contain 33 or more players should be run over the course of two days, three rounds the first day and two rounds the second day.

FLEET BUILDING

Each player must build one fleet for use in a tournament. A player’s fleet must consist solely of official *Star Wars: Armada* ships and squadrons. Proxies cannot be used.

A fleet consists of ships and squadrons with their corresponding ship and squadron cards, command dials, objective cards, a commander, and any other upgrade cards. Each player’s fleet cannot exceed 180 points, though it may contain fewer than 180 points. A player’s fleet cannot contain more than 60 points worth of squadrons. A fleet must include a single commander and one objective card from each category.

Each player may choose to field either a Rebel or Imperial fleet, as tournament seeding ignores the player’s faction (see “Mirror Matches” below and to the left).

Each player must submit a fleet list detailing all ship, squadron, upgrade, and objective cards, commander, and total fleet points to the tournament organizer before the start of the tournament. Players must use that fleet for the duration of the tournament. For casual-level tournaments, players do not need to submit a fleet list, but they cannot change their fleet in the middle of the tournament.

In addition to a fleet, each player must bring all components needed for their fleet and games. This includes, but is not limited to, dice, range ruler, maneuver tool, speed dials, command tokens, objective tokens, victory tokens, initiative token, setup area markers, and a complete damage deck. A player must bring a full set of obstacle tokens, as found in the core set. The TO is not expected to supply any game components to players.



THE FUTURE OF ARMADA

The *Star Wars: Armada* tournament format will expand as the game itself grows and expands. At launch, the official fleet size is 180 points. When Wave 1 is released, the official fleet size will increase to 300 points, the round time will increase to 120 minutes, and the Margin of Victory table will be updated.

When Wave 2 is released, the official fleet size will increase to 400 points, the round time will increase to 150 minutes, and the Margin of Victory table will be updated. This is the culmination of the *Armada* tournament format, and will remain the standard from that point on.

COMPONENT MODIFICATIONS

During tournament play, each player is required to use the components included in official *Star Wars: Armada* products (see “Legal Products” on the next page). The head judge is the final authority on any component’s eligibility in the tournament. If a component is ruled ineligible and the player cannot locate a replacement for it, that player is disqualified from the tournament.

It is possible for a player to have multiple identical ship cards in his or her fleet. To avoid confusion, it is required that each ship be identified to its player and ship card with ID tokens.

Players are welcome and encouraged to personalize their fleets according to the following rules:

- Players may paint their *Star Wars: Armada* ships and squadrons.
- Players cannot modify ship bases to alter their size or shape. Weight may be added to a ship base if it does not alter the size or shape of the base.
- 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, command dials, and speed 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 command dials in any way that may indicate to their opponents what commands they have selected!
- Players may mark asteroid fields, debris fields, and other obstacles to indicate ownership, but cannot otherwise alter them in any way.

CONDUCT

Players, judges, and all other tournament participants are expected to act in a respectful and professional manner during a tournament.

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, treating an opponent with a lack of courtesy or respect, etc. Collusion among players to manipulate scoring is expressly forbidden.

The head judge, at his or her sole discretion, may remove players from the tournament for unsportsmanlike conduct.

SLOW PLAY

Players are expected to play at a speed that will allow them to complete a match in the time allowed. Stalling is not acceptable. Players may request a judge to watch their game for slow play.

MARGIN OF ERROR

Ships and squadrons are sometimes moved accidentally or placed inexactly during the normal course of the game. This may occur if a ship or squadron is bumped or removed and then replaced when overlapped. A small margin of error is allowed in the position and orientation of ships and squadrons 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 head judge has the final authority on ruling.

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.

JUDGE PARTICIPATION

The judge may participate in a casual- or competitive-level tournament for which he or she is responsible only if there is a second judge present. The second judge must be announced at the beginning of the tournament and is responsible for all rulings for games in which the primary judge is playing. If the judges play one another, the head judge is responsible for any rulings during the game.

During a premier tournament, judges and tournament organizers cannot participate. Judges and TOs for premier tournaments are expected to commit their full attention to judging and organizing the event.

ADDITIONAL TOURNAMENT RULES

MEASURING

As written on page 9 of the Rules Reference booklet, “The maneuver tool can be placed and adjusted freely during the ‘Determine Course’ step of executing a maneuver to assist in determining a course. A ship is not committed to a course until the guides of the maneuver tool are inserted into the ship’s base.” Players should not abuse this pre-measurement rule to slow the pace of play or interrupt an opponent’s activation.

A player cannot use multiple rulers or maneuver tools to measure additional range, distance, or movement beyond the length of a single tool or to triangulate measurements.

If the end of a measured range or distance falls on the border line between two ranges or distances, count the measurement as the closer range or distance. If there is a dispute over a measurement, players may request a judge to rule on the final measurement.

MOVEMENT

Players must follow all movement rules in the *Star Wars: Armada Learn to Play* and Rules Reference booklets.

After the maneuver tool’s guides are inserted into a ship, the joints of the tool cannot be adjusted. The maneuver tool’s guides are considered to be inserted into the ship when the side of the maneuver tool is parallel to the ship’s base and both base and tool are touching. If a player believes his or her opponent is abusing movement pre-measuring he or she can request that a judge observe the match.

It may be necessary to move a ship when the maneuver tool cannot be directly placed onto the play area due to the presence of other ships or squadrons. When this occurs, the ship’s owner should determine course, then hold the maneuver tool above the activated ship and move it to its final position. Both players must agree on the ship’s final position and facing. When moving this way, the player cannot adjust the maneuver tool once he or she has lifted the ship off of the play surface.

DAMAGE CARDS

When a player's ship suffers a damage card, the card is taken from that player's own damage deck. Players must maintain their own discard piles for their damage cards. Before shuffling at the start of a game, players may request to examine their opponent's damage deck to validate its contents. A judge may check damage decks at any time.

DICE ROLLS

Dice results must be unambiguous. A player must reroll any dice that land tilted at an angle against another game component or that fall off the table.

DESTROYED SHIPS AND SQUADRONS

When a ship or squadron is destroyed, the owner of that ship or squadron removes its model from the play area, places its ship or squadron card to the side, and flips any upgrade cards equipped to it facedown. Each player's destroyed ships, squadrons, and discarded upgrade cards are open information.

DISCARDED CARDS

When a player is instructed to discard an upgrade card, he or she flips it facedown. Facedown ship and upgrade cards are out of play. Discarded upgrade cards remain next to the ship card to which they are equipped.

TRACKING GAME ROUNDS DURING A MATCH

Players are responsible for tracking the number of completed rounds in their matches. To keep track, the second player places a round-tracking token on the active objective card during the status phase. Players may use another method if both players agree.

LEGAL PRODUCTS

Only official *Star Wars*: Armada components are legal for use in tournament play. Proxies of cards and ship models cannot be used. Third-party tokens and range rulers may be allowed at the head judge's discretion. If the *Star Wars*™ Dice App is used, the app must be displayed in full view of both players at all times.

Custom setup templates designed to aid players in ship and squadron deployment are not allowed. However, players may use their range rulers and maneuver tools to help them set up formations during deployment.

If playmats are used, only official FFG *X-Wing*™ Playmats are allowed. Two *X-Wing* Playmats laid side by side can be used for *Star Wars*: Armada games.

In North America, products are legal upon their release. Players outside North America should check with their TO to determine which products are tournament legal.

RANGE RULERS AND TOKENS

Minor variations in the printing process may cause slight disparities in the measurements of some range rulers. Before a tournament match begins, any player may request that a single range ruler be shared for the duration of the match. The head judge 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.

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

WWW.FANTASYFLIGHTGAMES.COM

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