

Star Wars[™]: Armada Tournament Regulations

Version 1.0.4 / Effective 06/10/2016

Tournaments supported by the Organized Play (“OP”) program for the *Star Wars*[™]: Armada, sponsored by Fantasy Flight Games (“FFG”) and its international partners, follow the rules provided in this document.

Introduction

A tournament is a competition between *Star Wars*: Armada players. After enrolling in the tournament, they are paired against one another in an organized fashion to play a game. After multiple games against different opponents, players are ranked according to their performance. Most tournaments conclude with the awarding of prizes to top finishers.

Tournaments are played using the rules provided in the *Star Wars*: Armada Rules Reference and FAQ, both of which may be downloaded from the *Star Wars*: Armada Support page at any time. Additional rules for playing games in a tournament are detailed in this document.

This document explains important tournament concepts and provides the details for Standard Play tournaments.

Table of Contents

- I. Tournament Participant Roles
 1. Organizer
 2. Marshal
 3. Judge
 4. Player
 5. Spectator
 6. Leader Participation
 7. Conduct
 - a. Unsporting Conduct

II. Tournament Materials

1. Organizer Materials
 - a. Playmats
2. Player Materials
 - a. Fleet Building
 - b. Sharing Components
 - c. Component Modifications
 - d. Legal Products

III. Tournament Play

1. Tournament Setup
2. Game Setup
3. Damage Cards
4. Destroyed Ships
 - a. Discarded Cards
5. Margin of Error
6. Missed Opportunities

IV. Tournament Concepts

1. Definitions
2. Pairings
 - a. Swiss Rounds
 - b. Single Elimination Rounds
3. End of Round
 - a. Calculating a Player's Score

4. Tournament Points
 - a. Intentional Draws
 - b. Margin of Victory
 - c. Tiebreakers

V. Tournament Structures

1. Basic Structure
2. Advanced Structure
3. Custom Structure

IV. Tournament Tiers

1. Relaxed
2. Formal
3. Premier

Tournament Participant Roles

Every person present at a tournament is a participant. Participants fulfill specific roles based on their responsibilities to the tournament. All participants share the responsibility of acting in a respectful manner toward one another. Please read the Fundamental Event Document for a detailed explanation of these roles. Participant leader roles are: organizer, judge, and marshal. Other roles include player and spectator.

Organizer

An event must have exactly one organizer. The organizer is responsible for the oversight of the entire event, including both planning and execution. If the organizer does not assign a marshal for the event, the organizer must perform the responsibilities of the marshal role.

Marshal

An event may have any number of marshals, including none. A marshal is an expert in the game's rules and regulations and is the final authority on the questions about rules, regulations, and player disputes.

Judge

An event may have any number of judges, including none. A judge is well versed in the game's rules and regulations. A judge's responsibilities include assisting players to resolve disputes and answer questions regarding the game's rules.

Player

A player is an individual that plays *Star Wars: Armada* at the event. A player must bring all components they need to play a game of *Star Wars: Armada*.

Spectator

A spectator is any individual at a tournament not actively engaging in another role. Spectators must not disturb an ongoing game, and cannot provide any input or assistance to players during their games.

Leader Participation

A leader may participate in a relaxed tier tournament for which he or she is responsible only if there is a second leader present. The second leader must be announced at the beginning of the tournament and is responsible for all rulings for games in which the first leader is playing. If two leaders play one another, the marshal is responsible for any rulings during the game.

During formal and premier tier tournaments, leaders cannot participate. Leaders for formal and premier tournaments are expected to commit their full attention to organizing and overseeing the event.

Conduct

All tournament participants are expected to act in a respectful and professional manner during a tournament. If players have a dispute during a competition and cannot resolve it themselves, they must call for a judge to resolve it and provide any rulings that are needed. All card interpretations during a tournament are a marshal's responsibility, and he or she may overrule the FAQ when a mistake or error is discovered.

Unsporting 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, inappropriate behavior, treating an opponent with a lack of courtesy or respect, cheating, etc. Collusion among players to manipulate scoring is expressly forbidden. Players cannot reference outside material or information during a game. However, players may reference official rule documents at any time or ask a judge for clarification from official rule documents.

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

Tournament Materials

There are many materials and game components needed to facilitate a tournament. The organizer and players are both responsible for supplying certain items.

Organizer Materials

In addition to arranging a location, the organizer is responsible for securing tables that can hold a 3' by 6' play surface for each player, as well as chairs. While the organizer can mark the required play area on a table with tape or another simple method, providing playmats or a similar material in 3' by 6' dimensions to create friction and prevent ships from sliding out of place is strongly recommended.

The organizer should have table numbers on hand or some other method of demarcation so players can easily find their seats at the beginning of each tournament round. The organizer is responsible for having blank fleet lists and pens available if they are required for the event. Finally, the organizer is also responsible for having all required rules documents on hand for reference during the event. This includes the *Star Wars: Armada* Core Set Rules Reference, *Star Wars: Armada* FAQ, *Star Wars: Armada* Tournament Regulations (this document), any Event Outline relevant to the event, and any other relevant document for the event. Most of these documents can be found on the *Star Wars: Armada* page of our website at www.fantasyflightgames.com.

Playmats

In events where players provide their own playmats, only official FFG *X-Wing*™ *Playmats* are allowed. This is to guarantee a consistent experience for all players and prevent any advantage players may gain from familiarity with a particular playmat that is not widely available. FFG playmats are widely available for examination and play. If a venue provides playmats for their event, they may use third-party playmats. Players may replace third-party playmats if they provide their own FFG playmat to use.

Player Materials

Players are responsible for bringing all of the game components they need to play a game of *Star Wars: Armada*. This includes all ship and squadron models, bases, pegs, ship cards, squadron cards, ship tokens, obstacles, upgrade cards, objective cards, and tokens. In addition, they must bring a damage deck, sufficient dice for attack rolls, a maneuver tool, and a range ruler. When a fleet list is required, players should bring a completed list or arrive at the venue early to fill one out.

Fleet Building

Each player must build one fleet for use in an *Armada* tournament. A fleet cannot exceed 400 points, though it may contain fewer than 400 points. A player may choose to field a Rebel or Imperial fleet. **A player's fleet cannot contain more than 134 points worth of squadrons. A fleet must also include a single commander and one objective card from each category.**

Players must use the same fleet for the duration of the tournament.

Some events require players to submit a fleet list, including all associated upgrade cards, **their commander card**, and total fleet points to the organizer before the start of the tournament.

Sharing Components

Before a tournament round begins, any player may request that a single range ruler, maneuver tool, and/or each other's dice be shared for the duration of the round. Any decisions are subject to review by a marshal or a judge.

Component Modifications

During tournament play, each player is required to use the components included in official *Star Wars: Armada* products (see "Legal Products" below). Questions about a component's eligibility should be directed to a marshal. If a necessary component is ruled ineligible and the player cannot locate a replacement for it, that player is dropped from the tournament.

Players must identify copies of the same ship in his or her fleet, and its corresponding ship card, with a token, a sticker, or any other form of marking.

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

- Players may paint their ship models. They cannot modify a ship model in any way that would create confusion about which ship the model represents.
- Players cannot modify ship or squadron bases to alter their size or shape. Weight may be added to a ship or squadron 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 with a different connecting method.
- 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, maneuver dials and their command dials to indicate ownership as long as the function of the component is not compromised. Players may mark obstacles to indicate ownership, but cannot otherwise alter them in any way.
- Players may mark dice with a permanent or indelible marker to indicate ownership in an unobtrusive manner, but cannot otherwise alter them in any way.

- If two or more models in play could potentially touch causing conflict with movement or placement of ships (e.g. two *Imperial Class Star Destroyer* ships are placed with their bases touching), players must **remove one of the models and place it on its ship card until the ship models are no longer in danger of touching.**

Legal Products

Players may use only official *Star Wars: Armada* components in tournament play. Proxies of cards and models cannot be used. Determining the legality of third-party tokens and range rulers is the marshal's responsibility.

All *Star Wars: Armada* components are legal for Standard Play tournaments.

Custom “setup” templates designed to aid players in ship deployment are not allowed. Players can only use their range rulers to help them set up fleets during deployment.

For Relaxed and Formal events, all product is legal in North America upon the product's official release. For Premier events, all product is legal in North America 11 days—typically the second Monday—after the product's official release. Players outside North America should check with their organizer to determine which products are tournament legal.

Components can be modified only as described under “Component Modifications” on page 6.

Tournament Play

This section provides information and considerations for playing a game of *Star Wars: Armada* at a tournament.

Tournament Setup

Before the tournament begins, the organizer must set up tables suitable for tournament play. Each table must contain a 3' by 6' rectangular play area with clearly delineated edges. Players should have enough space on the table to comfortably place all of the components necessary for their fleet.

Game Setup

The following steps must be performed before players can begin their game each tournament round.

1. Each player places their fleet outside of the 3' by 6' play area next to their assigned player edge and define the setup area by placing the setup area markers 1' from the short edges of the play area.

2. Players reveal all of their ship and squadron components. 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 tokens and 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. One player must exclusively display the white side of his or her ID tokens; the other player must display only the black side.
3. Players determine initiative. The player with the lowest fleet point total decides which player has initiative. If both players are tied with the same fleet point total, players must use a method to determine a player at random, such as tossing a coin. The winner decides who has initiative and places the initiative token next to their edge with the blue side containing the  icon face up. **The player with initiative is the first player.**
4. The **first player** looks at all three of their opponent's objective cards and chooses one to be the objective for the game.
5. One player uses their set of six obstacles found in the core set. The second player chooses one of these tokens and places it into the setup area. Then, the other player chooses one of the remaining tokens and places it into the setup area. The players continue to alternate until all six tokens have been placed. An obstacle must be placed within the setup area and cannot be placed at distance 1–3 of any edge of the play area or at distance 1 of another obstacle.
6. Starting with the **first player**, the players take turns deploying their forces into the setup area. A single deployment turn consists of placing one ship or two squadrons. Players must place all ships within their deployment zone. A player's deployment zone is the portion of the setup area that is at distance 1–3 of their edge of the play area. After a ship is placed they should set the speed dial to a speed available on that ship's speed chart. Squadrons must be placed within distance 1–2 of a friendly ship and within the **setup area**. **Squadrons may be placed outside of deployment zones.** If a player has one squadron remaining when they must place two, they cannot place it until the rest of their ships have been placed.
7. Each player may request to examine their opponent's damage deck to validate its contents. Each player shuffles their damage deck thoroughly and presents it to their opponent. The opponent may shuffle and cut the deck if desired.
8. Players set the round token marked "1" next to the play area and remove their setup area markers.

Once players complete the steps above, they must wait for a leader to announce the start of the round before beginning their game. If the round has already begun, players may begin playing immediately upon completing these steps.

Damage Cards

When a player's ship is dealt 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, players may request to examine their opponent's damage deck to validate its contents.

Destroyed Ships

To facilitate calculating a player's score when a game ends (see "Calculating a Player's Score" on page 12), each player should maintain a score pile next to their ship cards. When a ship is destroyed, the owner of the ship places the corresponding ship card into their score pile along with all upgrade cards equipped to that ship (including any cards discarded during that game, such as Veteran Captains, Support Officer, etc.).

Each player's destroyed ships, squadrons, and discarded upgrade cards are open information.

Discarded Cards

When a player is instructed to discard a ship card, he or she flips it facedown instead. When a player is instructed to discard an upgrade card, he or she places it under the ship card it is attached to instead. Facedown ship cards and upgrade cards under ship cards are out of play. Discarded upgrade cards remain under 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.

Measuring

Players may place the maneuver tool and adjust it 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 can only use one tool at a time when measuring range, distance, or movement. A tool is defined as the range ruler, the maneuver tool, or another component such as a token.

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.

Tracking Game Rounds

Players are responsible for tracking the number of completed game rounds in their game. 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.

Margin of Error

Ships and squadrons 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, players should call a judge for assistance.

Missed Opportunities

Players are expected to follow the game's rules, 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 or she cannot retroactively use it without the consent of his or her opponent. Players are expected to act with respect and not intentionally distract or rush an opponent with the intent of forcing a missed opportunity.

Tournament Concepts

The tournament concepts together create the framework for any *Star Wars: Armada* tournament.

Standard Play tournaments for *Star Wars: Armada* are held in a series of 135-minute tournament rounds. If a round reaches the time limit and players are still playing, they finish the current game round before ending the game. The number of rounds for a tournament is outlined in Tournament Structures on page 14.

Definitions

These words/phrases are important terms used when describing *Star Wars: Armada* tournaments.

- **Swiss Rounds:** *Star Wars: Armada* tournaments use a Swiss pairing system that awards tournament points to the winner of each game. Each Swiss round pairs players in head-to-head games, attempting to match players with the same number of tournament points together while preventing players from playing the same opponent more than once. At the end of Swiss rounds, the winner of the tournament is the player with most tournament points unless there are single elimination rounds (see "Single Elimination Rounds" on page 11).
- **Bye:** Occasionally, tournaments involve an odd number of competitors, resulting in one competitor having no opponent for the round and immediately being transferred to the following round. This is called "getting a bye." When a player receives a bye, he or she receives 8 tournament points with a Margin of Victory of 129.
- **Margin of Victory:** The first tiebreaker used to determine standings. Margin of Victory is a numerical evaluation of performance during a game beyond winning or losing.

- **Progression Cut:** In some tournaments, the organizer may “make a cut” after a predetermined number of rounds. This cut eliminates all but a predetermined number of the highest-ranked players from the tournament. The remaining players continue in additional Swiss rounds or elimination rounds.
- **Single Elimination Rounds:** A series of single-elimination rounds in which the winner of each pairing remains in the tournament and the losing player is eliminated and dropped from the tournament. Elimination rounds are usually used after a progression cut and continue until only one player remains and is named the winner.

Pairings

Each round, players are paired with an opponent, against whom they play a game of *Star Wars: Armada*. The method of pairing may change based on what type of rounds are being used. No matter what method is used, rounds are 135 minutes long.

The organizer must announce the number of rounds before the start of the tournament.

Swiss Rounds

For the first round of Swiss pairings, players are matched randomly against an opponent. For each round after the first, players are paired at random against another player with the same number of tournament points.

To determine pairings, take the group of players with the most tournament points and pair them at random. If there is an odd number of players in that group, pair the remaining player with a random player from the group of players with the next most tournament points. Then, pair all remaining players in the second group at random. Continue this until all players are paired.

If there is an odd number of players remaining in the tournament, a player at random receives the bye in the first round. In later rounds, the bye is given to the lowest ranked player who has not yet received a bye.

No player should be paired against the same opponent more than once during Swiss rounds.

Pairing example: *John, Stella, and Felix all have 15 tournament points, the most out of any player in the tournament. Kyle is the next highest-ranked player and the only player with 13 tournament points. John has already played Felix and so John is paired against Stella. Because there are no other players with 15 tournament points, Felix is paired against Kyle.*

Single Elimination Rounds

Some *Star Wars: Armada* tournaments use single elimination after a cut is made for the top 2 or 4 players. In single elimination rounds, once one player remains, he or she is declared the winner of the tournament. Single elimination rounds are untimed.

For the first round of single elimination which follows a progression cut, pair the highest ranked player against the lowest ranked player who made the cut. This is Game #1. Pair the second-highest player against the second-lowest player who made the cut. This is Game #2. Continue in this manner until all players are paired.

For tournaments which begin with single elimination rounds, byes will need to be utilized for the first round if there are a number of players not equal to an exponential power of 2 (4, 8, 16, 32, and so on). Randomly assign byes to a number of players equal to the difference between the actual player count and the next-highest exponential power of 2. Then pair all remaining players against each other at random. Assign each pairing and player with a bye a game number in a random order, starting with Game #1.

For additional elimination rounds, pair the winner of Game #1 against the winner of the last pairing (the game with the highest number). This pairing is the new Game #1. If there are more than two players remaining, pair the winner of Game #2 against the winner of the second-to-last pairing (the game with the second highest number). This pairing is the new Game #2. Continue in this manner until all players are paired for the round.

In further single elimination rounds, follow the same method until all players are paired.

End of Round

Each tournament round ends in one of the following ways:

- **One Player Defeated:** At the end of a game round, 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.
- **Mutual Destruction:** At the end of a game round, all of both players' ships are destroyed. The player without initiative is the winner, but his or her Margin of Victory is 0.
- **Six Rounds Pass:** Players finish the sixth game round. The player with the higher score earns a win and the opposing player receives a loss.
- **Time:** At the end of a game round, the round time limit has been reached. (If time is called during a game round, players must finish that game round.) The player with the higher score earns a win and the opposing player receives a loss.
- **Concession:** A player voluntarily concedes defeat at any point during the game. All of that player's ships and squadrons are destroyed. The conceding player receives a loss and his or her opponent receives a win.

Calculating a Player's Score

A player's score helps determine who won the game in certain circumstances and is used to calculate Margin of Victory. A player's score is also used to determine who moves on to the cut if the tournament has a progressive cut. Each player calculates their score by adding together the total fleet point value of their opponent's destroyed ships, including upgrade cards equipped to those ships, their opponent's destroyed squadrons, and any additional points earned through objectives.

If a player destroys all of his or her opponent's ships, the opponent's fleet is worth 400 fleet points for the purposes of calculating score, even if the total ship, squadron and upgrade cards are worth fewer fleet points.

If a player concedes the game, all of his or her remaining ships and squadrons are destroyed before calculating each player's score.

If two players have exactly the same score or both players' fleets are destroyed in the same game round, the second player is the winner, but his or her Margin of Victory is 0.

Margin of Victory

At the end of each game, the winning player subtracts the loser's score from his or her score. **If this would result in a negative score, the winner's score is 0.** This is the winner's Margin of Victory for the round. The losing player receives a Margin of Victory of 0.

End of game example: *Bradley wins the game, destroying 400 fleet points of his opponent's ships. Bradley's opponent, Cara, has destroyed 150 points of Bradley's ships and earned 75 points from the objective Intel Sweeps for a total score of 225. Bradley wins by 175 points and earns 8 tournament points and a Margin of Victory of 175. Cara earns 2 points and receives a Margin of Victory.*

If both players destroy their opponent's fleet, each player receives a Margin of Victory of 0.

When a player receives a bye, he or she receives a Margin of Victory of 129.

Tournament Points

Players earn tournament points at the end of each round. At the end of a tournament, the player with the most tournament points wins the tournament. Players earn tournament points as follows:

Margin of Victory	Win	Loss
0-29	5	5
30-69	6	4
70-129	7	3
130-219	8	2
220-349	9	1
350+	10	0

Intentional Draws

During Swiss rounds, players may intentionally draw a game so long as a leader is present for any discussion between players prior to the agreement. The leader's presence is required to prevent any breach of the tournament's integrity. The leader will not intervene as long as players follow the "Unsporting Conduct" guidelines on page 4.

If two players intentionally draw a game, each player receives 5 tournament points and a Margin of Victory of 0, just as if they were to destroy each other's fleets over the course of play.

Tiebreakers

If two or more players have the same number of tournament points, tiebreakers are used to determine each player's standing within that group. Tiebreakers are used in the following order until all players within that group have been given a standing.

- **Head-to-head:** Any player that has played and defeated all other players in the group is ranked above the other players in the group.
- **Margin of Victory:** The player with the highest Margin of Victory is ranked above all other players in the group not yet ranked. The player with the second-highest Margin of Victory is ranked second among those players, and so on.
- **Strength of Schedule:** A player's strength of schedule is calculated by dividing each opponent's total tournament points by the number of rounds that opponent has played, adding the results of each opponent played, and then dividing that total by the number of opponents the player has played. The player with the highest strength of schedule is ranked above all other players in the group not yet ranked. The player with the second-highest strength of schedule is ranked second among all players in the group not yet ranked, and so on.

- **Random:** If any players are still tied after all other tiebreakers have been applied, then those players are ranked in a random order below any players already ranked in the group.

Tournament Structures

The structure of a tournament determines how many Swiss and single elimination rounds are used. All *Star Wars: Armada* tournaments must use one of the following three types.

Basic Structure

The basic tournament structure is designed to be very accessible, especially for newer participants. This structure provides a tournament experience that requires a modest commitment of time and resources from organizers and players.

Number of Registered Players	Number of Swiss Rounds	Size of Cut
4-32	3	No Cut
33-48	4	No Cut
49 and Above	5	No Cut

Advanced Structure

The Advanced tournament structure caters to participants that enjoy competition. This structure provides a robust tournament experience that requires a substantial commitment of time and resources from organizers and players.

Number of Registered Players	Number of Swiss Rounds	Size of Cut
9-28	3	None
29-44	4	Top 2
45-90	5	Top 2
91 and Above	5	Top 4

Custom Structure

The custom structure applies to all round structures other than the basic and advanced structures. Also included in the custom structure are tournaments that offer a number of rounds or size of cut that does not change based on attendance. The Event Outline of official custom tournaments will either include a specific structure tailored to that particular type of event or instruct the organizer to design a structure and communicate it to participants.

Tournament Tiers

FFG's OP events are broken into three tiers of play. These tiers serve to establish the expectations of a *Star Wars: Armada* tournament. Expectations are not intended to exclude people from participating, but to communicate the experience that players can expect from an event. Organizers of unofficial tournaments are encouraged to utilize the Relaxed tier, unless their tournament is specifically aimed at competitive players.

Relaxed

Tournaments at this level are welcoming to all players, regardless of experience level. Players are encouraged to help each other improve and learn, so long as it does not significantly disrupt the game. The focus is on creating a fun and friendly environment.

Formal

This tournament level expects players to possess at least a minimal amount of experience. Players should be familiar with the game rules, and be prepared to exercise that knowledge to play at a reasonable pace. Players are expected to avoid bumping ships or squadrons and refrain from other sloppy play mistakes. The focus is a friendly competitive environment.

Premier

Premier events are the highest level of competition for Fantasy Flight Games tournaments. At this top level of tournaments, players are expected to have a moderate amount of experience. Players should be familiar with not only the game rules, but also the FAQ and tournament regulations. The focus is on a competitive and fair environment.

This and other supported documents for FFG Organized Play can be accessed from the FFG Organized Play Support Page:

<http://www.fantasyflightgames.com/opsupport>