

STAR WARS™

IMPERIAL ASSAULT™



SKIRMISH TOURNAMENT REGULATIONS

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

- Revised the tournament rules along with other rules documents and changed to tournament regulations



Tournaments supported by the Organized Play (“OP”) program for the *Star Wars™: Imperial Assault*, 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: Imperial Assault* 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: Imperial Assault Skirmish Guide*, *Rules Reference* and *FAQ*, both of which may be downloaded from the *Star Wars: Imperial Assault* 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 Skirmish tournaments.

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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: Imperial Assault* at the event. A player must bring all components they need to play a game of *Star Wars: Imperial Assault*.

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 round. 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 30" by 30" play surface for each player, as well as chairs.

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 army 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: Imperial Assault* Core Set Rules Reference, *Star Wars: Imperial Assault* FAQ, *Star Wars: Imperial Assault* 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: Imperial Assault* page of our website at www.fantasyflightgames.com.

PLAYER MATERIALS

Players are responsible for bringing all of the game components they need to play a game of *Star Wars: Imperial Assault*. This includes all models, Deployment cards, Skirmish Upgrade cards, and tokens. In addition, they must bring sufficient dice for attack and defense rolls, a Command deck, and all legal map tiles and Mission cards. When an army list is required, players should bring a completed list or arrive at the venue early to fill one out.

ARMY BUILDING

Each player must build one army for use in a *Star Wars: Imperial Assault* tournament. An army cannot exceed 40 deployment points, though it may contain fewer than 40 deployment points. A player may choose to field a Rebel, an Imperial, or a Mercenary army.

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

Some events require players to submit an army list, including all associated deployment cards, total army points and command deck to the organizer before the start of the tournament.

SHARING COMPONENTS

During setup, the player with initiative is responsible for providing map tiles to build the skirmish map for that round.

Before a tournament round begins, any player may request that 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: Imperial Assault* products (see “Legal Products” on page 4). 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 unit in his or her group, and its corresponding deployment card, with a token, sticker, or any other form of marking.

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

- Players may paint their models. They cannot modify a model in any way that would create confusion about which unit the model represents.
- Players cannot modify model bases to alter their size or shape.
- Cards must remain unaltered, though they may be sleeved for protection. Sleeves for Command cards must be identical and unaltered.
- Players may mark their tokens and map tiles 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.

LEGAL PRODUCTS

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

All *Star Wars: Imperial Assault* components are legal for Skirmish play unless they are marked with the campaign icon (🏹).

In North America, products are legal upon their release date. 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 4.

LEGAL MAPS AND MISSIONS

Starting April 1st, the legal maps, and their accompanying missions, for the season are: Nelvaanian War Zone, Training Ground, and Mos Eisley Cantina. All formal and premier tournaments must use these maps and missions unless otherwise specified in the tournament’s Event Outline.

TOURNAMENT PLAY

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

TOURNAMENT SETUP

Before the tournament begins, the organizer must set up tables suitable for tournament play. Each table must contain a 30” by 30” square play area. Players should have enough space on the table to comfortably place all of the components necessary for their armies.

GAME SETUP

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

1. The organizer determines what mission all players will use for the round and announces the start of the tournament round. To do this, the organizer chooses a mission at random from the legal missions for the tournament (see “Legal Maps and Missions” on page 4) using the rules in the *Star Wars: Imperial Assault Skirmish Guide*. If the organizer does not have copies of all Mission cards available, they should roll a die to determine the mission each round. Once the organizer selects a mission, they cannot select that mission a second time until all missions have been played. For larger tournaments, it may be necessary to repeat missions after all missions have been played once.
2. Each player reveals their Deployment cards and assigns ID tokens to each deployment group. Players do not reveal the cards of their Command deck.
3. Players determine initiative using the rules from the *Imperial Assault Skirmish Guide*. The player with initiative is responsible for providing the components needed to set up the selected Skirmish Mission map.
4. Players refer to the skirmish mission diagram that matches the Mission card selected for the round. Players use this diagram to build the skirmish map.
5. The player with initiative chooses one of the deployment zones and deploys all of his or her figures in that zone. Then the other player deploys all of his or her figures in the opposing deployment zone.
6. Each player shuffles their Command deck and presents it to their opponent. The opponent may shuffle and cut the deck if desired. Then each player draws three cards from their Command deck.

Once players complete the steps above, players may begin playing immediately upon completing these steps.

ELIMINATED GROUPS

To facilitate calculating a player's victory points (see "End of Round" on page 6), each player should maintain a score pile next to their deployment cards. When the last figure of a deployment group is destroyed, the owner of that group places the corresponding Deployment card into their score pile along with all figures and Upgrade cards equipped to that group (including any cards discarded during that game).

Each player's destroyed groups and discarded Upgrade cards are open information.

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: Imperial Assault* tournament.

Skirmish tournaments for *Star Wars: Imperial Assault* are held in a series of 65-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 7.

DEFINITIONS

These words/phrases are important terms used when describing *Imperial Assault* tournaments.

- **Swiss Rounds:** *Star Wars: Imperial Assault* 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 6).
- **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 a win and no addition to his or her strength of schedule for the round.
- **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: Imperial Assault*. The method of pairing may change based on what type of rounds are being used. No matter what method is used, rounds are 65 minutes long.

The organizer must announce the number of rounds, if there will be elimination rounds, and what size the cut will be 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 Laramy all have 9 tournament points, the most out of any player in the tournament. Kyle is the next highest-ranked player and the only player with 7 tournament points. John is paired against Stella. Because there are no other players with 9 tournament points, Laramy is paired against Kyle.*



SINGLE ELIMINATION ROUNDS

Many *Star Wars: Imperial Assault* tournaments use single elimination after a cut is made for the top 4, 8, 16, or 32 players. In single elimination rounds, once one player remains, he or she is declared the winner of the tournament. The game between the two finalists is 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:

- **40 Victory Points:** As soon as one player has accumulated 40 victory points from defeated figures, card effects, and mission effects. The player with the most victory points earns a win and their opponent receives a loss.
- **One Player Defeated:** If all of a player's figures are defeated. The player with at least one figure remaining earns a win and their opponent receives a loss.
- **Time:** After completing the Status Phase, if time has been called. (If time is called during a game round, players must finish that game round.) Each player then calculates their total victory points from defeated figures, mission effects, and card effects. The player with the most victory points earns a win and their opponent receives a loss.
- **Concession:** A player voluntarily concedes defeat at any point during the game. All of that player's groups are defeated. The conceding player receives a loss and his or her opponent receives a win.

In the rare situation that both players have the same number of victory points at the end of the game, the player with the most victory points from defeating hostile figures wins the game. If the result is still a tie, each player counts the number of damage tokens on his or her remaining figures. Then, each player adds

the Health values of any defeated figures corresponding to Deployment cards still in his or her play area. The player with the lowest total damage tokens and Health wins. If players are still tied, the game is a draw.

If a game during elimination rounds would end in a draw, the player with initiative receives a win and the opponent receives a loss.

TOURNAMENT POINTS

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

- Win = 3 tournament points
- Draw = 1 tournament point
- 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 elimination rounds.

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" on page 3.

If two players intentionally draw a game, each player receives 1 tournament point just as if they were to arrive at a natural draw 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.
- **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.
- **Extended Strength of Schedule:** A player's extended strength of schedule is calculated by adding each opponent's strength of schedule and then dividing by the number of opponents that player has played. The player with the highest extended strength of schedule is ranked above all other players in the group not yet ranked. The player with the second-highest extended 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: Imperial Assault* 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 |
|------------------------------|------------------------|-------------|
| 4-8 | 3 | No Cut |
| 9-16 | 4 | No Cut |
| 17-24 | 4 | Top 4 |
| 25-40 | 5 | Top 4 |
| 41-44 | 5 | Top 8 |
| 45-76 | 6 | Top 8 |
| 77-148 | 6 | Top 16 |
| 149 and Above | 7 | Top 16 |

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 |
|------------------------------|------------------------|-------------|
| 9-12 | 4 | Top 4 |
| 13-24 | 4 | Top 8 |
| 25-40 | 5 | Top 8 |
| 41-76 | 6 | Top 8 |
| 77-148 | 6 | Top 16 |
| 149-288 | 6 | Top 32 |
| 289-512 | 7 | Top 32 |
| 513 and Above | 8 | Top 32 |

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: Imperial Assault* 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 confusion about their actions 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 Organized Play Support page:
<http://www.fantasyflightgames.com/opsupport>*

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