

STAR WARS™

DESTINY

TOURNAMENT REGULATIONS

SUMMARY OF CHANGES IN THIS VERSION

VERSION 2.0 - EFFECTIVE 01/01/2018

✿ Corrected typos and edited language for clarifications

✿ Updated Deck Building, page 3

✿ Updated Game Setup, page 5

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

Tournaments supported by the Organized Play ("OP") program for *Star Wars™: Destiny*, 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: Destiny* players. After enrolling in the tournament, competitors 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: Destiny* Rules Reference, which may be downloaded from the *Star Wars: Destiny* page of our website 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, where players come to a tournament with pre-made decks and are paired in head-to-head games.

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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, marshal, and judge. 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 on the game's rules and regulations and the final authority on their application during a tournament. A marshal also determines if unsporting conduct has occurred and what the appropriate remedy is, referring any recommendations for disqualification to the organizer. When a marshal is not actively performing his or her duties, he or she is a spectator and should communicate this change in status clearly.

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 answering questions regarding the game's rules. When a judge is not actively performing judge duties, he or she is a spectator and should communicate this change in status clearly.

When a judge is observing a game or an issue is brought to his or her attention, the judge should inform players when they are not following the game rules. Players have an initial opportunity to resolve any situation among themselves, but any player may alternatively ask the judge to make a ruling. At a player's request, a marshal can review a judge ruling and provide a final determination.

PLAYER

A player is an individual that plays *Star Wars: Destiny* at the event. A player must bring all components they need to play a game of *Star Wars: Destiny*. When a player is not actively engaged in a game of *Star Wars: Destiny*, he or she is a spectator.

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. If a spectator believes a breach of the rules was made in a game they are watching, he or she may search out a leader. If a spectator believes they have witnessed a breach of the rules in a game they are watching, other than a missed opportunity, he or she may bring it to the attention of a leader.

LEADER PARTICIPATION

A leader may participate as a player 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 as a player. Leaders for Formal and Premier tournaments are expected to commit their full attention to overseeing the event.

CONDUCT

All tournament participants are expected to act in a respectful 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 rules documents 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.

The organizer, at his or her sole discretion, may remove players from the tournament for unsporting 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 and chairs for each player. 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 deck 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: Destiny* Rules Reference, *Star Wars: Destiny* Tournament Regulations (this document), and any Event Outline or other document relevant to the event. Most of these documents can be found on the *Star Wars: Destiny* page of our website.

PLAYER MATERIALS

Players are responsible for bringing all of the game components they need to play a game of *Star Wars: Destiny*. This includes all cards, sleeves, dice, and tokens. They should make sure that they have a legal deck. When a deck list is required, players should bring a completed list or arrive at the venue early to fill one out.

TEAM & DECK BUILDING

Each player must build one team of characters and a **30-card** deck to use in a tournament. A team of characters must include at least one character and cannot exceed 30 points, though it may contain fewer than 30 points. **A team can include up to one plot.** A player may choose to field heroes or villains, but cannot have both on his or her team. **A player can include neutral characters on any team.**

Each deck must contain exactly 30 cards, **but cannot contain more than two copies of the same card. All cards in a deck—except gray cards—must match its color with one of the characters on the corresponding team. If a player has a team of all neutral characters, his or her deck cannot contain hero or villain cards.**

Each player must also select exactly one battlefield.

Players must use the same team, deck, and battlefield for the duration of the tournament.

DECK LISTS

Some events require players to submit deck lists, including their name, team of characters, battlefield, and all associated cards in their deck to the organizer before the start of the tournament.

If a player includes a card in his or her deck or team of characters that could be confused with a different card that could legally be in the deck or on the team, he or she must uniquely identify that card on his or her deck list. The recommended way to uniquely identify a card is by including the full name of the card including its subtitle, or the full name of the product in which the card appeared, in parenthesis. A player can ask a leader for specific instructions if they are unsure of the best method to uniquely identify a card.

Unique identification example: *Veronica includes Kylo Ren's Lightsaber in her deck and writes "Lightsaber" on her deck list. This does not uniquely identify the card, as a generic Lightsaber and Luke Skywalker's Lightsaber also exists. Veronica must write "Kylo Ren's Lightsaber" on her deck list.*

If a leader discovers a player's deck list is missing appropriate information, he or she should find that player immediately and update the deck list based on the cards the player is using. If this would result in a significant and potentially advantageous change, the leader should consider investigating for possible cheating.

DICE

If a player includes any cards in his or her deck that require a die, he or she must have the die matching that card's collector number for each copy of that card. A player must have the die—or two dice if they are using the elite version of the character—required for each character in his or her team.

Players are not required to reveal a die to their opponent until the matching card is played during a game.

CARD SLEEVES

Players are required to sleeve their deck in opaque card sleeves for Formal and Premier events. All sleeves within a single deck must be identical in size, color, texture, and condition. At Relaxed events, if a player is not using opaque card sleeves, he or she must make sure that all card backs in their deck have a uniform appearance. Players may sleeve their characters and battlefield, but they must use different sleeves from their deck. Players should bring a few spare sleeves for their deck in case a card sleeve breaks or becomes unusable during a tournament.

LOST AND DAMAGED COMPONENTS

If a player loses a die or card during a tournament, he or she has an opportunity to find a replacement, if necessary. Any player that discovers they are missing a die or card at the beginning of a round should notify a leader. The leader will give the player a short time extension to their game in order to find a replacement. If the player cannot find a replacement within that time, they must concede the game. If the player is unable to find a replacement by the start of the next round, they should be removed from the tournament.

During a game, if a player discovers they are missing a die or card from their deck, they must concede the game.

If a player's die or card becomes damaged during the course of a tournament, he or she has an opportunity to find a replacement. If the player cannot find a replacement die, it is treated as lost and he or she should be removed from the tournament. If the player cannot find a replacement card, he or she uses a proxy card in its place for the remainder of the tournament. A leader will create the proxy, including the card name, any information that is no longer legible or available on the damaged card, the name of the leader who created it, and the date it was created. The original card must be kept facedown and nearby, available for reference when the proxy card is played.

TOKENS

Tokens are representations of information about the game or game state. The presence of tokens is marked by one or more indicators. Indicators may also be used to represent multiple tokens, or other open or derived information.

Typically, players use the cardboard tokens included in official product as indicators. However, players may choose to use other items as indicators, so long as they do not obscure significant component information, are resistant to accidental modification, and their purpose of use is clear to both players. The marshal is responsible for determining the legality of an indicator and its reasonable use during a match if objected to by its owner's opponent.

LEGAL PRODUCTS

Players may use only official *Star Wars: Destiny* components in tournament play, with the following exceptions for third-party replacements:

- ✦ Tokens that do not obscure card information

Determining the legality of any questionable third-party tokens is the marshal's responsibility. Proxies of cards are not allowed unless used under the rules of Lost and Damaged Components on page 4.

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

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. Official dates will be updated on the Product Legality page on our website (<https://www.fantasyflightgames.com/en/op/legality/sw>). Players outside North America should check with their organizer to determine which products are tournament legal.

TOURNAMENT PLAY

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

TOURNAMENT SETUP

Before the tournament begins, the organizer must set up tables suitable for tournament play. Each seat should be arranged so that players have enough space on the table to comfortably place all of their dice, cards, and tokens over the course of a game. In addition, the organizer should clearly communicate the details of the event to players ahead of time.

GAME SETUP

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

- 1 Each player places their character **and** plot cards faceup in front of them, along with those characters' matching dice.
- 2 Each player sets aside their battlefield faceup.
- 3 Each player shuffles their deck thoroughly and presents it to their opponent. The opponent may shuffle and cut the deck if desired. After the opponent has had a chance to shuffle the deck, each player places his or her deck within easy reach in their play area and draws five cards from it.
- 4 Each player, in turn order, may decide to shuffle any number of cards from their hand back into their deck, present the deck to their opponent, and then draw cards again until he or she has 5 cards in hand.
- 5 Players prepare the tokens they will need over the course of the game, placing them in piles within easy reach. Each player takes 2 resources to start the game.
- 6 Players roll their starting character dice and add up the values rolled. If there is a tie, they roll again until there is no tie. The player with the highest total chooses which battlefield to fight on. In each game after the first of a best-of-three match, the player who lost the previous game chooses which battlefield to fight on. The player who owns the chosen battlefield controls the battlefield and places it next to their deck. The player who does not own the chosen battlefield removes his or her battlefield from the game and takes 2 shields to distribute amongst his or her characters as he or she wishes. After rolling, each player returns all character dice to his or her corresponding cards.
- 7 **"After setup" abilities trigger.**

Once players complete setup, 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.

DICE PROCEDURES

Players must follow certain procedures to ensure a clear and fair game state in regards to dice. Players must keep their dice pool in an area further away from them than their cards and characters in play. Dice not currently in a player's dice pool can be kept in any other area, including on the corresponding card itself, as long as there is a clear division between the dice in a dice pool and those that are not.

When a player controls multiple cards or effects that use a die with the same collector number, he or she must designate the specific card or effect that each die in their dice pool corresponds to. The recommended way of designating this is by keeping dice adjacent to that card or source of the effect, in their dice pool area.

When a player rolls dice, he or she must roll into an area away from their dice pool. When rolling multiple dice, a player must roll all dice simultaneously unless physically incapable of doing so. When a player adjusts a die in his or her dice pool because of an effect, they must be careful not to alter any other dice. When spending or removing a die from a player's die pool, its owner should attempt to maintain the die face that was showing until the next time the die is rolled.

MISSED OPPORTUNITIES

Players are expected to follow the game's rules, remembering to perform actions and use dice and card effects when indicated. It is all players' responsibility to maintain a proper game state, and to ensure that all mandatory abilities and game steps are acknowledged. 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.

TAKING NOTES AND OUTSIDE MATERIAL

Players cannot take notes or reference outside material or information during a tournament round. However, players may reference official rule documents at any time or ask a judge for clarification from official rule documents. Official rule documents include all rules documents and inserts available on the *Star Wars: Destiny* page of our website, those found in a *Star Wars: Destiny* product, or any portion thereof.

TOURNAMENT CONCEPTS

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

TOURNAMENT ROUND TIMES

Each tournament round of *Star Wars: Destiny* is a predetermined length, giving players a certain amount of time to complete their games. A leader should start the timer for a tournament round after most players have found their seats and begun to set up. If a game has not concluded when the time for a tournament round runs out, the players play through the next upkeep phase (see End of Game on page 7). A tournament round's length varies depending on the type of round.

- ✦ **Swiss Rounds:** 35 minutes each
- ✦ **Single Elimination, Single-Game Rounds:** 35 minutes each
- ✦ **Final Single Elimination, Single-Game Rounds:** 50 minutes
- ✦ **Single Elimination, Best-of-Three Rounds (except Final):** 90 minutes each
- ✦ **Final Single Elimination, Best-of-Three Round:** 120 minutes

PAIRINGS

Each tournament round, players are paired with an opponent, against whom they play between one and three games of *Star Wars: Destiny*. The method of pairing and number of games may change based on what type of rounds are being used. The organizer must announce the number and type(s) of rounds and what size any progression cuts will be before the start of the tournament.

When necessary, a player may be assigned a bye instead of being paired against an opponent. That player receives a win for that round of the tournament. The rules for when to assign a bye to a player are detailed in the relevant sections below.

Players should not be paired against the same opponent more than once during a single stage of a tournament. In general, a stage of a tournament ends when a progression cut is made.

If a player no longer wishes to continue playing, he or she can notify the organizer of their intent. The organizer will avoid pairing him or her in future rounds by dropping them from the tournament. Players are also dropped if they do not appear for a round in which they are paired within a reasonable time limit, or if they are no longer able to play for another reason. Players can request that the organizer allow them to rejoin an event from which they were dropped, being assigned unpaired losses for each round they did not attend. Players can rejoin an event only during the same stage in which they left. Disqualified players are removed from the tournament, and cannot rejoin.

SWISS ROUNDS

Most *Star Wars: Destiny* 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, one-game matches, attempting to pair 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 **the** most tournament points unless there are single elimination rounds (see Single Elimination Rounds on page 7).

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

Pairing example: *John, Stella, and Laramy each have 5 tournament points, the most out of any player in the tournament. John is paired against Stella. Because there are no other players with 5 tournament points, Laramy is paired against a random player from the next highest score group—in this case, players with 4 tournament points. Kyle is selected at random from players with 4 tournament points and is paired against Laramy.*



PROGRESSION CUT

Many *Star Wars: Destiny* tournaments set a predetermined number of rounds, at the end of which all players that meet a certain performance criteria advance to the next stage of the tournament and all other players are dropped. This is commonly referred to as “making a cut,” and is often accompanied by a change in the type of tournament rounds and the start of a new stage in the tournament.

These tournament regulations cover the type of cut used for the Basic and Advanced tournament structures: a standings-based cut to the top 4, 8, 16, or 32 players. There are additional types of progression cuts detailed in the Fundamental Event Document, found on the *Star Wars: Destiny* page of the FFG website.

If a player qualified for a standings-based cut drops from the tournament before any games are played during the next stage of the tournament, the next highest ranking player should be added to the cut as the lowest ranked player in the cut.

Player drop example: *Steven finishes the Swiss rounds of a tournament in sixth place and makes the top 8 cut but has a family emergency come up before the single elimination rounds begin. He informs the organizer that he must leave the tournament and then departs. The organizer immediately calls over the ninth place player, Eve, and informs her that she may play in the top 8 due to someone leaving. She accepts and is entered into the top 8 as eighth place. The former eighth place player moves to seventh place, and the former seventh place player moves to Steven's spot at sixth place. Then the organizer pairs all eight players based on these new rankings.*

SINGLE ELIMINATION ROUNDS

Many *Star Wars: Destiny* tournaments use 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 to the top 4, 8, 16, or 32 players and continue until only one player remains and is named the winner. During elimination rounds, play either one-game or best-of-three matches, depending on the tournament.

For the first round of single elimination **that** follows a progression cut, pair the highest ranked player against the lowest ranked player who made the cut. This is Match #1. Pair the second-highest player against the second-lowest player who made the cut. This is Match #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 match number in a random order, starting with Match #1.

For additional elimination rounds, pair the winner of Match #1 against the winner of the last pairing (the match with the highest number). This pairing is the new Match #1. If there are more than two players remaining, pair the winner of Match #2 against the winner of the second-to-last pairing (the match with the second highest number). This pairing is the new Match #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.

If a player drops from the tournament after single elimination rounds begin, that player's current opponent—or next opponent, if the player drops between rounds—receives a bye for the round.

END OF GAME

Each Swiss tournament round and some single elimination rounds consist of one game—the winner of the game is the winner of the round. Some single elimination rounds are made up of two or three games—the first person to win two games is the winner of the round. A game ends in one of the following ways:

- ✳ **All Characters Defeated:** All of a player's characters are defeated. The game ends immediately, that player receives a loss, and his or her opponent receives a win. If all of both players' characters are defeated simultaneously, the player who controls the battlefield receives a win and his or her opponent receives a loss.
- ✳ **Empty Deck and Hand:** If a player has no cards in their deck and hand at the end of an upkeep phase, the game ends immediately, that player receives a loss and his or her opponent receives a win. If both players have no cards in their hands and decks at the end of an upkeep phase, the player who controls the battlefield receives a win and his or her opponent receives a loss.
- ✳ **Time:** When time is called at the end of a tournament round, players must play through the upkeep phase of the current game round. If neither player has won, they follow the Going to Time on page 8 to determine who receives a win.
- ✳ **Concession:** A player voluntarily concedes defeat at any point during the game. The conceding player receives a loss and the opponent receives a win.

BEST-OF-THREE END OF GAME

When a game ends in a best-of-three match during single elimination rounds, unless one player has won two games in the match, the players begin setup for a new game (see Game Setup on page 5). The player who lost the previous game chooses which battlefield to fight on.

If time is called during the third game in a best-of-three match and players have not reached the second game round, the players continue playing until the end of the second game round's upkeep phase. If no player has won by the end of the second game round's upkeep phase, players follow the Going to Time on page 8.

If time is called during the second game in a best-of-three match and players finish the game round without a winner for the second game, the winner of the first game wins the match and his or her opponent receives a loss for the match.

If time is called during the second game in a best-of-three match and a player wins before the upkeep phase of that game round giving both players one win in the match, they start a third game and play through the upkeep phase of the second game round before following the Going to Time rules.

GOING TO TIME

If neither player has achieved victory at the end of a tournament round, they must follow the steps below, in order, to determine who receives a win for the current game. That player's opponent receives a loss for the game. If a single elimination round with a best-of-three match ends and only one player has a game win for the match, the player with a game win wins the match instead of players following the steps below.

- 1 The player who has less damage on their characters receives a win. To determine this, players count the total amount of damage on any characters in play and add the total health value of all their defeated characters to achieve a final number. If both players have the same total, proceed to step 2.
- 2 The player with the most cards remaining in his or her deck and hand receives a win. If both players have the same number of cards remaining, proceed to step 3.
- 3 The player who controls the battlefield at the end of the game receives a win.

End of Game Example: *Time is called for the round. Dan and Emily are currently in the action phase, so they finish the game round. Neither player wins by the end of the upkeep phase, so they follow the rules for going to time. Based on step 1, Dan has 15 damage on his characters and Emily has 13 damage. Emily has less damage on her characters, so she receives a win and Dan receives a loss.*

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. In the case of a larger event, they are instead used to determine who makes the cut to elimination rounds. Players earn tournament points as follows:

- ✦ Win = 1 tournament point
- ✦ Loss = 0 tournament points

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.

- ✦ **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: Destiny* 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. Single elimination rounds in the Basic Structure consist of one-game matches. The Basic Structure is used for Store Championship events.

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. Single elimination rounds in the Advanced Structure consist of best-of-three matches. The Advanced Structure is used for Regional Championship events.

NUMBER OF REGISTERED PLAYERS	NUMBER OF SWISS ROUNDS	SIZE OF CUT
9-12	4	Top 4
13-24	5	Top 4
25-40	6	Top 8
41-76	7	Top 8
77-148	8	Top 8
149-288	8	Top 16
289 and Above	9	Top 16

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. The Custom Structure is used for official Premier events, such as National, North American, European, and World Championship events.

TOURNAMENT TIERS

FFG's OP events are broken into three tiers of play. These tiers serve to establish the expectations of a *Star Wars: Destiny* 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. The Relaxed Tier is used for Store Championship events.

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. The Formal Tier is used for Regional Championship events.

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 Rules Reference and tournament regulations. The focus is on a competitive and fair environment.

This and other supported documents for Star Wars: Destiny can be accessed from the game's page: <https://www.fantasyflightgames.com/swdestiny>

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