

WORLD CHAMPIONSHIPS

Star Wars[™] : X-Wing Side Events

Hangar Bay Pods (Hourly)

Time: 9:00 AM to 7:00 PM

Format: Players can sign up for Hangar Bay pods at any time during the allotted windows. Once eight players have signed up for a pod, players will be paired and can begin playing! Come by on the hour to meet up with interested players!

Players play three rounds with Swiss pairings using the provided Pod sheet. Prizes are handed out after all three rounds are complete. Players receive 1 prize ticket for participation, 1 prize ticket for playing in each round and an additional ticket for winning the round. Undeclared players receive two bonus tickets.

Required Components: Players bring up to two Extended-legal squads and select their favorite after they see their opponent's available squads. If a player brings two squads, each squad must be from a different faction. Players must bring other core set components, such as maneuver templates, a damage deck, tokens, etc.

Cost: \$5

Extended Side Event

Time: Thursday at 11:00 AM, Friday at 11:00 AM

Format: Players will play 5 Swiss-paired rounds. Players receive 1 prize ticket for participation, 1 prize ticket for playing in each round and an additional ticket for winning the round. Bonus tickets will be awarded at the end of 5 Swiss rounds based on record.

5-0: 8 bonus tickets

4-1: 5 bonus tickets

3-2: 2 bonus tickets

Required Components: Players must bring an Extended-legal squad with all necessary cards, dials, obstacles, etc. Players must bring other core set components, such as maneuver templates, a damage deck, tokens, etc.

Cost: \$10

4-Player Aces High - Free for All

Time: *Thursday at 10:00 AM, Friday at 10:00 AM*

Required Components: Each player must bring one ship with a squad limit of 80 points, with all necessary cards, dial, etc. Players must bring other core set components, such as maneuver templates, a damage deck, tokens, etc. Players must bring a hyperspace point token.

Format: This event uses the rules for the Aces High scenario from the *Epic Battles* expansion with the following exception: the game does not end when a squad has earned 6 or more Victory counters.

Players will play 3 randomly paired 105-minute rounds against up to three other players. Tournament points will be awarded as following:

- Winner: 8 points, 2nd Place: 6 points, 3rd place: 4 points, 4th place: 2 points
- In the event of a tie, players add up the potential points for placements and divide them by the number of tied players.
 - Example: There is a two-way tie for second place. The players add up the potential scores (6 points and 4 points for 2nd and 3rd place) for a total of 10 points, divided by the number of tied players (which is two). The two players tied would each receive 5 points.

Players receive 1 prize ticket for participation, 2 prize tickets for playing in each round and 2 additional tickets for winning the round. Bonus tickets will be awarded at the end of three rounds based on record.

- Top 16: 7 tickets
- Top 32: 4 tickets
- Top 64: 2 tickets

Cost: \$10

Extended Countdown Tournament

Time: *Saturday at 10:00 AM*

Format: Each table will have a chess timer with 40 minutes per player. If a player's time runs out, all their ships are immediately destroyed, and they lose the game. Margin of victory will be calculated based on their opponent's remaining ships.

Players will play 5 Swiss-paired rounds. Players receive 1 prize ticket for participation, 1 prize ticket for playing in each round and an additional ticket for winning the round. Bonus tickets will be awarded at the end of 5 Swiss rounds based on record.

This event will only seat 32 players.

- 5-0: 8 bonus tickets
- 4-1: 5 bonus tickets
- 3-2: 2 bonus tickets

Required Components: Players must bring an Extended-legal squad with all necessary cards, dials, obstacles, etc. Players must bring other core set components, such as maneuver templates, a damage deck, tokens, etc.

Cost: \$10

Epic Battles – 2v2

Time: *Saturday at 10:00 AM*

Format: This event uses the rules from the *Epic Battles* expansion.

Players must register as a team and build an 800-point squad using the same faction. Teams will play two 180-minute randomly paired rounds using the scenarios below. There will be a 45-minute break after round 1. Players receive 4 prize ticket for participation, 2 prize ticket for playing in each round and 2 additional tickets for winning the round. Undefeated players each receive 6 bonus tickets.

Round 1: Epic Team Battle

Round 2: Cover the Evacuation (*Epic Battles*, pg. 19)

Required Components: Players must bring an 800-point squad with all necessary cards, dials, obstacles, etc. Players must bring other core set components, such as maneuver templates, a damage deck, tokens, etc.

Cost: \$10 per player

Tournament Regulations, FAQs, and other support documents can be found at
FantasyFlightGames.com/OP/Games/SW