

STAR WARS™

X-WING™

MINIATURES GAME



X-WING™ STANDARD PLAY TOURNAMENT RULES

SUMMARY OF CHANGES IN THIS VERSION

VERSION 4.0/ UPDATED 12.21.2015

- Reordered the Pairings section on page 3
- End of Match, page 3
- Round Structure, page 4

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

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

The beginning of this document provides tiers of tournament play and details of the *X-Wing* tournament structure. Following are the squad building rules to be used in conjunction with the *X-Wing* rulebook. At the end of the document are rules on conduct and components legal in tournament play.

All *X-Wing* tournaments must be run as Dogfight events.

RULES AND INTERPRETATIONS

Tournaments are played using the rules provided in the *X-Wing* core game rulebook and FAQ, both of which may be downloaded from the *X-Wing* Support page at any time.

If players have a dispute during a competition, they must call a judge to resolve it and provide any rulings on card text or icons. The head judge is the final authority for all card interpretations during a tournament and may overrule the FAQ when a mistake or error is discovered.

TIERS OF TOURNAMENT PLAY

Fantasy Flight Games' Organized Play events are broken into three tiers of play. Each tier communicates what expectations the players, judges, and tournament organizers should have when they are involved with a *X-Wing* tournament. In addition, the competitive and premier tiers ensure that no matter where a tournament is held, it will be run with the same standards of play and rules enforcement as other tournaments of the same kind in different countries.

Casual

Casual events emphasize fun and a friendly atmosphere. These events help build local communities and are a great way for new players to experience their favorite game without worrying whether they know every little rule. This tier may include leagues, weekly game nights, and any event using a *X-Wing* variant.

Competitive

Competitive events require players to have general knowledge of a game's rules. While experienced players will come to these events to compete for prizes, players should not be punished for their lack of understanding in the finer points of *X-Wing* rules. Players can come to these events expecting a consistent experience from store to store. This tier includes Store Championships and one-off FFG-sanctioned events.

Premier

Premier events are the highest level of competition for Fantasy Flight Games tournaments, and all players, judges, and tournament organizers involved are held to the highest levels of conduct. Players are assumed to be familiar with the game's rules, as well as the latest FAQ and tournament rules, and should expect all rules to be strictly enforced. Regional Championships, National Championships, and World Championships are premier events.

TOURNAMENT STRUCTURE

Dogfight tournaments for *X-Wing* are held in a series of 75-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.

Each tournament round, players score tournament points based on the result of their game. After a predetermined number of tournament rounds (see "Round Structure" on page 4), the top point-scorer is the winner of the tournament unless there are elimination rounds scheduled (see "The minimum number of Swiss rounds and size of a cut for a premier-level *X-Wing* tournament are outlined in "Round Structure" on page 4).

Tournament Setup

Before the tournament begins, the TO must set up tables suitable for tournament play. Each table must contain a 3' by 3' square play area with clearly delineated edges. Two opposite edges of the play area should be labeled as player edges. Players should have enough space on the table to comfortably place all of the components necessary for their squads. The TO should assign each table a number for the purpose of seating.

Squad Deployment Procedure

The following steps must be performed before the TO officially announces the start of a tournament round:

1. Each player places their squad outside of the play area next to their assigned player edge.
2. Both players reveal all components in their squads and assign ID tokens to any ships that have a duplicate on the same team. If both players fielded squads from the same faction, ID tokens are assigned to all ships (see "Mirror Matches" on page 3). One player must display only the white numerals of his ID tokens; the other player must display only the black numerals.
3. Each player shuffles their Damage deck thoroughly and presents it to their opponent. The player's opponent may shuffle and cut the deck if desired.
4. Players determine initiative. The player with the lowest squad point total decides which player has initiative. If both players are tied with the same squad point total, toss a coin. The winner of the coin toss decides who has initiative.
5. Each player places their three unique asteroids and/or debris cloud tokens next to the play area to form a pool of six obstacles. The player with initiative chooses one of these tokens and places it into the play area. Then, the other player chooses one of the remaining tokens and places it into the play area. The players continue to alternate until all six tokens have been placed. An obstacle token cannot be placed at Range 1–2 of any edge of the play area or at Range 1 of another obstacle token.
6. Players place their ships in ascending order of pilot skill as per standard *X-Wing* rules. Players cannot use maneuver templates for anything other than measuring distance and spacing within Range 1 of that player's edge.
7. Players activate shields and prepare any special components they may need. Players may not begin moving ships until the TO officially announces the start of the tournament round.

PLAY SURFACE

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

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.

Pairings

Swiss pairings are used for *X-Wing* tournaments. The number of rounds is outlined in "Round Structure" on page 4. For the first round, players are paired randomly. For casual-level events, players may request the TO to not match them against family members or travel partners, if at all possible, for the first round.

For each round after the first, players are paired at random against another player with the same number of tournament points. If there is an odd number of players with the same number of tournament points, one player is paired against a random player from the group with the next most number of tournament points. If there is an odd number of players in the tournament, the lowest ranked player receives a bye (see "Byes" below).

The tournament organizer should make sure that no two players are paired against one another more than once before the end of the tournament or the beginning of elimination rounds, whichever comes first. If two players have played each other, the TO instead pairs them with a different player he or she has not played who has the same number of tournament points.

Pairing example: *Anakin, Biggs, and Luke all have 15 tournament points. Anakin is paired against Luke and Biggs is paired against Kyle, who has 13 tournament points.*

Byes

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." The player who receives a bye is determined randomly in the first round. In later rounds, the bye is given to the player with the fewest tournament points. In the case of multiple players with the fewest number of tournament points, the player with the lowest Margin of Victory receives the bye. If players are still tied, the bye is given to one of those players at random. When a player receives a bye, he or she receives a win with a Margin of Victory of 150.

Mirror Matches

A mirror match is a match between two players who are using the same faction. Tournament seeding does not favor matches between different factions, so mirror matches will occur. If players using the same faction are paired for a match, all normal game rules apply; each player may field cards with unique names even if his or her opponent is using a card with the same unique name.

To facilitate a mirror match, each player is required to differentiate their ships from those of their opponent's. Players may do this in any number of ways; assigning ID tokens provided in the *X-Wing* core set, marking each ship with tokens, or painting ships/bases are all acceptable methods. When a player assigns maneuver dials, he or she may assign them to Ship cards rather than placing them next to ship bases. This prevents a player from mistaking an opponent's dials for his or her own.

End of Match

Each tournament match ends in one of the following ways:

- At the end of a game round, all of one player's ships are destroyed. The player with at least one ship remaining immediately earns a win, and the opposing player receives a loss. If neither player has any remaining ships, the game ends in a draw.
- At the end of the current round, the match time limit has been reached. (If time is called mid-round, players must finish the round.) Each player calculates their score by adding together the total squad point value of their opponent's destroyed ships, including Upgrade cards equipped to those ships. The player with the greater score receives a win, and his opponent receives a loss. If the winning player's score is fewer than 12 points more than his or her opponent's score, that player receives a modified win. If both players have the same score, the game ends in a draw.
- A player voluntarily concedes defeat at any point during the match. The conceding player receives a loss and the opponent receives a win.

When calculating **Margin of Victory** (see "Margin of Victory" below), each player receives half the total squad point value (rounded down) of each enemy large ship whose combined total hull and shields, including any Hull Upgrades or Shield Upgrades, have been reduced to half or below.

Half points example: *Han Solo has no shields remaining and the "Direct Hit" Damage card assigned to him. He has suffered 7 damage, which is more than half of his 13 available damage, so he is worth half his total squad point value (including equipped Upgrade cards), rounded down.*

Scoring

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

- Win = 5 tournament points
- Modified 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.

Margin of Victory

At the end of each match, the player who has destroyed more squad points adds the amount by which his score exceeds his opponent's score to 100 and records it on his or her score sheet. The player who has destroyed fewer squad points subtracts the same amount from 100 and records it on his or her score sheet.

End of match example: *Anakin wins the game, destroying 100 squad points of his opponent's ships. Anakin's opponent, Biggs, has destroyed 24 points of Anakin's ships. Anakin wins by 76 points, which he adds to 100 for a margin of 176. Biggs loses by 76 points, which he subtracts from 100 for a margin of 24.*

At the end of a game round, if a player has destroyed all of his opponent's ships, his opponent's squad is worth 100 squad points, even if it is worth fewer squad points to begin with. If both players destroy an identical number of squad points, each player receives a Margin of Victory of 100 points. If a player concedes the match, all of his remaining ships are destroyed.

Tiebreakers

If players have the same number of tournament points, any player that has played and defeated all other players with the same number of tournament points is ranked above the other players. After checking for head-to-head tiebreakers, the tie is broken based upon Margin of Victory. The player with the highest Margin of Victory wins the tie and is ranked above all other players with the same number of tournament points.

If the players are still tied after Margin of Victory, calculate the strength of each player's schedule by combining total match points of all their opponents. The player whose opponents have the highest total combined match points wins the tie and is ranked above all other players with the same number of tournament points. If players are still tied after strength of schedule, players are sorted randomly.

Tournament Software Strength of Schedule

FFG's tournament software, TOME, is currently in beta and accessible to some tournament organizers. This software uses a different strength of schedule calculation than what is outlined in this document. We have made this change to improve the tournament experience for players and more accurately represent each player's actual standing in the tournament.

TOME calculates a player's strength of schedule by dividing each opponent's score by the number of rounds the opponent has played, then adding the results of all opponents played by that player. The software then divides that total by the number of rounds the player has played to find a player's strength of schedule.

Tournament organizers using TOME should communicate that use to players before the tournament starts so that players are aware of the different strength of schedule.

Round Structure

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

The suggested number of Swiss rounds for a competitive-level **X-Wing** tournament are outlined below. **Competitive and premier tournaments must have at least 4 players.**

| Number of Players | Number of Rounds |
|-------------------|------------------|
| 4-8 | 3 |
| 9-24 | 4 |
| 25-44 | 5 |
| 45-148 | 6 |
| 149 and Above | 7 |

The suggested cut for elimination rounds for a competitive-level X-Wing tournament are outlined below.

| Number of Players | Size of Cut |
|-------------------|-------------|
| 4-16 | No Cut |
| 17-40 | Top 4 |
| 41-76 | Top 8 |
| 77 and Above | Top 16 |

Elimination Rounds

In larger tournaments, the TO may "make a cut" after a predetermined number of rounds. To determine which players make a cut all players are ordered by tournament points from highest to lowest. If players are tied, all players with the same number of tournament points are ordered by Margin of Victory from highest to lowest. The top players then begin single-elimination rounds, and all other players are finished playing in the tournament.

The seeding for elimination rounds is determined by a player's ranking in the Swiss rounds; the player ranked highest will play the lowest ranked player who made the cut, the second-highest player will play against the second-lowest player, and so on. Once seeded, the bracket for elimination rounds is set and not reseeded each round. When a player loses, he or she is eliminated from the bracket. When only one player remains, he or she is the tournament champion. If a game ends in a draw during elimination rounds, the winner is the player with initiative. The final game of elimination rounds is untimed.

The TO must announce if there will be elimination rounds and what size the cut will be before the start of the tournament.

Squad Building

Each player must build one squad for use in an **X-Wing** Dogfight tournament. The squad-building rules described in this section supersede the squad-building rules described in the **X-Wing** rulebook.

The maximum squad points for each player is 100 points. A squad cannot exceed 100 points, though it may contain fewer than 100 points. A player may choose to field a Rebel, an Imperial, or a Scum & Villainy squad. Rebel squads may include Resistance Ship and Upgrade cards, and Imperial squads may include First Order Ship and Upgrade cards.

Each player must include exactly three unique obstacle tokens of their choice in their squad. Players must select these obstacles from the twelve asteroids included in the two core sets and the six debris clouds included in the **YT-2400** and **VT-49 Decimator** expansion packs. A player may not select two of the same asteroid or debris cloud.

Each player must submit a squad list, including all associated Upgrade cards, total squad points, and obstacles to the tournament organizer before the start of the tournament. Players must use that squad for the duration of the tournament.

Each player must bring all components needed for their squad and games. This includes (but is not limited to) dice, a range ruler, maneuver templates, and a complete Damage deck. Players may choose to use either the original Core Set damage deck or The Force Awakens™ core set Damage deck. The TO is not expected to supply any game components to players.

Multiple Faction Ships

All pilot cards and ship tokens in a player's squad must belong to the same faction. If a player's ship has different versions in more than one faction, he or she may use any version of that ship's model and dial in his or her squad.

Multiple Ship Example: *Scott is fielding a Scum & Villainy squad consisting of four Z-95 Headhunters and one Firespray. His Firespray model and dial are from the Imperial Firespray expansion, two of his Z-95 Headhunter models and dials are from the Rebel Z-95 expansion, and the final two of his Z-95 Headhunter models and dials are from the Scum & Villainy Most Wanted expansion. However, all of his pilot cards and ship tokens are from the Scum & Villainy faction.*

Component Modifications

During tournament play, each player is required to use the components included in official **X-Wing** products (see "Legal Products" on page 5). The head judge is the final authority on any component's eligibility in the tournament. If a component is ruled ineligible and the player cannot locate a replacement for it, that player is disqualified from the tournament.

It is possible for players to have multiples of the same ship in his or her squad. To avoid confusion that player must identify each individual ship and its corresponding Ship card. This can be done with a token, a sticker, or any other form of marking.

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

- Players may paint their ship models. They cannot modify the size and shape of a ship model in any way.
- Players cannot modify ship bases to alter their size or shape. Weight may be added to a ship base if it does not alter the 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 and their maneuver dials to indicate ownership as long as the function of the component is not compromised. However, players should be careful not to mark the backs of their maneuver dials in any way that may indicate to their opponents what maneuvers they have selected!
- Players may mark asteroids and debris fields to indicate ownership, 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 *Millennium Falcon* ships are placed with their bases touching), players must adjust the number of plastic pegs to increase or decrease height until the ship models are not touching.

CONDUCT

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

Unsportsmanlike Conduct

Players are expected to behave in a mature and considerate manner, and to play within the rules and not abuse them. This prohibits intentionally stalling a game for time, placing components with excessive force, abusing an infinite combo, inappropriate behavior, treating an opponent with a lack of courtesy or respect, etc. Collusion among players to manipulate scoring is expressly forbidden.

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

Margin of Error

Ships 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, the head judge is the final authority on rulings.

Missed Opportunities

Players are expected to play optimally, remembering to perform actions and use card effects when indicated. If a player forgets to use an effect during the timing specified by that effect, he 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.

Judge Participation

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

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



ADDITIONAL TOURNAMENT RULES

Destroyed Ships

To facilitate calculating Margin of Victory when a match ends, 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 missiles, bombs, etc.).

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

Discarded Cards

When a player is instructed to discard a Ship card or Upgrade card, he or she flips it facedown instead. Facedown Ship and Upgrade cards are out of play. Discarded Upgrade cards remain next to 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.

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. A judge may check Damage decks at any time.

LEGAL PRODUCTS

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

All *X-Wing* components are legal for Dogfight tournaments unless they are marked with the epic icon. Ships with the epic icon (ⓔ) next to the card title on the Ship card can be fielded only in Epic Play.

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

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

Components can be modified only as described under "Component Modifications" on page 4.

Range Rulers and Maneuver Templates

Minor variations in the printing process and the existence of third-party products may cause slight disparities in the measurements of some rulers and templates. Before a tournament match begins, any player may request that a single range ruler and/or set of maneuver templates be shared for the duration of the match. The head judge is the final authority in any decision.

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

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