SKIRMISH TOURNAMENT REGULATIONS

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

- Corrected typos and edited language for clarification
- Updated legal maps

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, 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*: 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, which use army building rules that mandate 40-point armies.

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

SPECTATOR

A spectator is any individual **physically** 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 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 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.

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 that can hold a 30" by 30" play surface for each game of two players, 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), and any Event Outline or other document relevant to the event. Most of these documents can be found on the *Star Wars*: Imperial Assault page of our website.

PLAYMATS

If official *Star Wars*: Imperial Assault map tiles are not used, only official FFG *Imperial Assault Skirmish Mats* are allowed. If a venue provides a playing surface for their event, they must use one of these two items. If a venue is not providing a playing surface, players must bring one of these two items as part of their required game components.

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 (or official *Imperial Assault Skirmish Maps*) 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 to use in a 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.

ARMY LISTS

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.

If a player uses a deployment card with the same name as a different component available, he or she must uniquely identify that card. The recommended way to uniquely identify a card is by including 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 Luke Skywalker in her army. This does not uniquely identify the card, as there are multiple cards that have the name Luke Skywalker. Veronica writes "Luke Skywalker (*Luke Skywalker Jedi Knight Ally Pack*)" on her army list.*

If a leader discovers a player's army list is missing appropriate information, he or she should find that player immediately and update the army 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.

SHARING COMPONENTS

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

Before or during a tournament round, any player may request that a single set of dice be shared for the duration of the round. Any decisions are subject to review by a marshal or a judge.

The marshal may mandate that players must share a single set of dice during a round.

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 5). 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.

LOST AND DAMAGED COMPONENTS

If a player loses a component during a tournament, he or she has an opportunity to find a replacement, if necessary. Any player that discovers they are missing an essential component at the beginning of or during 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.

If an essential component 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, the damaged component is treated as lost unless it falls within one of the following categories.

- **Damaged Card:** The player keeps the original card near the rest of his or her army and 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.
- **Damaged Dice:** The player keeps the original dice near the rest of his or her army and requests to share his or her opponent's dice for each remaining round of the tournament.

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. Tokens are not essential components.

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 usage during a match if objected to by its owner's opponent.

LEGAL PRODUCTS

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

- Tokens that do not impede the progress of play

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. Components can be modified only as described under "Component Modifications" on page 4. If a player uses the *Star Wars*™ Dice App, the device with the app must be displayed in full view of both players at all times, and his or her opponent may request to share the app.

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

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 (**FantasyFlightGames.com/OP/Legality/SW**). 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 23rd**, the legal maps—and their accompanying missions—for the season are: Nal Hutta Swamps, Mos Eisley Back Alleys, and **Uscru Entertainment District**. 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. 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. 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 5) 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. Prior to the first round of a tournament, the marshal may mandate that each player manually verify their opponent's army point total.
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.

DEFEATED FIGURES

To facilitate calculating a player's victory points (see "Calculating Victory Points" on page 7), each player should keep their Deployment and Upgrade cards organized, even after a deployment group is destroyed. When a figure is defeated, the owner of that figure places it on its respective Deployment card.

If a defeated figure is placed back on the map, the owner places a strain token on that figure's deployment card to track the previous defeat. This figure is a new figure, and the opposing player earns victory points a second time when he or she defeats it.

Each player's defeated figures 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. 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 or game components that do not contain hidden information 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*: Imperial Assault page of our website, those found in a *Star Wars*: Imperial Assault product, or any portion thereof.

TOURNAMENT CONCEPTS

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

TOURNAMENT ROUND TIMES

Each tournament round of *Star Wars*: Imperial Assault is a predetermined length, giving players a certain amount of time to complete their games. This length includes time for setup. 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 finish the current game round and then calculate their scores (see "When the last figure in a group is defeated, if that group had an attachment, the opposing player scores victory points equal to that attachment's cost." on page 7). A tournament round's length varies depending on the type of round.

- **Swiss Rounds:** 65 minutes each
- **Single Elimination Rounds (except Final):** 65 minutes each
- **Final Single Elimination Round:** 105 minutes

PAIRINGS

Each tournament 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.

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. 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 single 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 **within a reasonable time limit** for a round in which they are paired, 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 an unpaired loss for each round they did not attend. Disqualified players are removed from the **tournament and** cannot rejoin.

SWISS ROUNDS

Most *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 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 all have 5 tournament points, the most out of any player in the tournament. Kyle is the next highest-ranked player and the only player with 4 tournament points. John is paired against Stella. Because there are no other players with 5 tournament points, Laramy is paired against Kyle.*

PROGRESSION CUT

Many *Star Wars*: Imperial Assault 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*: Imperial Assault 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*: Imperial Assault 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.

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 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.

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.

CALCULATING VICTORY POINTS

A player's victory points help determine who won the game in most situations. A player earns victory points during a game each time he or she defeats an opponent's figure or through card or mission effects.

- When a figure is defeated, the opposing player scores victory points equal to that figure's figure cost (see "Figure Cost" in the "Rules Updates" section of the FAQ).
- Players do not score victory points equal to the deployment cost of a group when the last figure in that group is defeated.
- When the last figure in a group is defeated, if that group had an attachment, the opposing player scores victory points equal to that attachment's cost.

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. See "Calculating Victory Points" on page 7 to determine a player's victory points.
- 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, card effects, and mission 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 (see "Defeated Figures" on page 5). 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, each player rolls one blue die, and the player with the highest Accuracy rolled wins the game.

Going to time example: *Sal and Elaine are in the middle of the Activation Phase when the round time limit is reached. They finish the game round through the Status Phase, and then add up their scores. Both Elaine and Sal have 30 victory points. However, all of Elaine's points came from defeating Sal's figures, while Sal only gained 20 points from defeating Elaine's figures and gained the other 10 from the map's objective. Elaine has the most victory points from defeated figures, so she receives a win and Sal 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 at the end of each round 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*: 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. 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. 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	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. 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*: 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. 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 FAQ and tournament regulations. The focus is on a competitive and fair environment.

This and other supported documents for Star Wars*: Imperial Assault can be accessed from the game's page:*
FantasyFlightGames.com/ImperialAssault

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