

X-WING™ TOURNAMENT RULES

VERSION 1.0 / UPDATED 07.18.2012

The organized play program for the *Star Wars: X-Wing™ Miniatures Game*, sponsored by Fantasy Flight Games ("FFG") and its international partners, will follow the organization and rules provided in this document.

For the 2012 tournament season, all sanctioned *X-Wing* tournaments must be run as Dogfight events.

The beginning of this document provides an overview of player conduct and general rules that apply to all events. Following, are the official Dogfight tournament rules. At the end of the document are additional squad-building rules and component restrictions.

CONDUCT

Component Interpretation and Rules

Sanctioned tournaments are played using the rules in the *X-Wing* core set rulebook, which may be downloaded from the [X-Wing website](#) at any time. Components are interpreted using the appropriate rulings on the most recent FAQ available on the [X-Wing support page](#). During sanctioned competition, players must refer to this FAQ to settle disputes concerning printed values and icons or the interpretation of a card's wording. Also, the golden rule applies when interpreting card effects and interactions; if the rules text of a card contradicts the game rules, the rules on the card take precedence.

The Tournament Organizer ("TO") is the final authority for all card interpretations, and he or she may overrule the FAQ when, in his or her opinion, a mistake or error is discovered.

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

Tournament Organizer Participation

The TO may participate in a tournament for which he or she is responsible only if there is a second Tournament Organizer present. This second TO must be present and announced at the beginning of the tournament, and is responsible for all rulings for games in which the primary TO is playing.

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. In the event of a dispute, the TO has the final authority on ruling and can disqualify unsportsmanlike players.

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 cannot retroactively use it without the consent of his opponent. Players are expected to act with respect and not intentionally distract or rush an opponent with the intent of forcing a missed opportunity.

SQUAD BUILDING

Each player must build one squad for use in an *X-Wing* 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.

Each player may choose to field either a Rebel or Imperial squad, as tournament seeding ignores the player's faction.

Each player must submit his squad composition, including all associated Upgrade cards and total squad points, to the TO before the start of the tournament. Players must use the same squad for the duration of the tournament, including all Ship and Upgrade cards.

Each player must bring an *X-Wing* core set and any additional components he needs for his squad. This includes but is not limited to dice, a range ruler, maneuver templates, asteroid tokens and a complete Damage deck. A player cannot bring more than one copy of each asteroid token. The TO is not expected to supply any game components to players.

Component Modifications

Players are welcome and encouraged to personalize their squads according to the following rules. The TO is the final authority on a ship's eligibility in the tournament. If a ship is ruled ineligible and the player does not have a corrected replacement for that ship model, the player is disqualified from the tournament.

Ship models may be painted as desired as long as the alterations are not offensive and do not adversely affect another player's experience. The size and shape of a ship model cannot be modified in any way.

Ship bases cannot be modified to alter their size or shape. Weight may be added to a ship base if it does not alter the size or shape of the base.

All components other than ship models **must** remain unaltered. Cards may be sleeved for protection. Sleeves for Damage cards must be identical and unaltered.

Proxies are not allowed during tournament play. Each player must use only the components included in official *X-Wing* products. Each ship must have the official ship base, official Ship and Upgrade cards, and the correct, official ship model.

OFFICIAL X-WING DOGFIGHT TOURNAMENT RULES

Dogfight tournaments for the *X-Wing* miniatures game are held in a series of 75 minute tournament rounds. Tournament organizers may adjust this number down to 60 minutes or up to 90 minutes as they see fit. If they do, they must inform all players in advance of the tournament. Each tournament round, players will score points based on the result of their game. After a predetermined number of tournament rounds (depending on the field size and time constraints of the tournament), the top point-scorer is the winner of the tournament unless there is a championship bracket scheduled.

For larger tournaments, the field will cut to a final championship bracket. In such a tournament, the top point scorers (usually a top 4 or top 8) will then play off in single-elimination championship brackets to determine the tournament champion. The TO must declare whether there will be a championship bracket before the tournament begins.

Setup Procedure

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 will assign each player a number for the purpose of seating.

If a TO cannot or chooses not to comply with the recommended setup, he must inform all players of the alternate play area well in advance of the start of the tournament.

Seeding

Standard Swiss style pairings are used (see [FFG Organized Play support page](#) for details). Random pairings are allowed for the first round. The TO should avoid pairing family members or players who travelled together to get to the tournament, if at all possible, for the first round. For future pairings, pair players within the same score group as per Swiss style pairings.

Tournament organizers should always pair opponents within score groups. Rather than pairing randomly, sort the players in each score group by player number, then pair the top number to the bottom, the second to the second to last and so on. This allows for the subtle adjustment of players if one player has already played another player and has the same effect as using brackets so that the top 2 players do not meet until the last round. The "odd" player of a score group will be paired down to the next score group, playing the highest ranked player of that score group.

If there is an odd number of players in the tournament, the lowest-ranked player receives a bye, counting as a Match Win. When there is more than one lowest-ranked player, the lowest-ranked player with the lowest player number receives the bye.

Round two example: *If there are eight players in the 3 score group, sort them in player number order; then separate into two groups, 1-4 and 5-8. Pair player number 1 vs 5, 2 vs 6, 3 vs 7 and 4 vs 8. If there are seven players in the 3 score group, sort them in player number order; then separate into two groups, 1-3, 4-6. Player 7 will play against the highest ranked player of the next lower score group.*

Squad Deployment Procedure

The following steps must be performed before each game begins:

1. Each player places his squad outside of the play area next to his 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 exclusively display the white numerals of his ID tokens; the other player displays only the black numerals.

3. Each player shuffles his Damage deck thoroughly and presents it to his opponent. His opponent may shuffle and cut the deck if desired.
4. Players determine initiative. Initiative goes to the player with the lowest squad point total. If both players are tied with the same squad point total, initiative goes to the player who wins a coin toss.
5. Each player selects three asteroid tokens from his core set. Then the players take turns placing their chosen asteroid tokens into the play area, alternating after each token is placed. The player with initiative places the first asteroid token. An asteroid token cannot be placed within Range 1–2 of any edge of the play area or within Range 1 of another asteroid token. Players continue until all six asteroid tokens are placed.
6. Players place their ships in ascending order of pilot skill as per standard *X-Wing* rules.
7. Players activate shields and prepare any special components they may need, then begin the match following the rules presented in the *X-Wing* Rules of Play.

End of Match

Each tournament match ends in one of the following three ways:

- All of one player's ships are destroyed (respecting the Simultaneous Attack Rule, p 16). The player with at least one ship remaining immediately earns a Match Win, and his opponent receives a Match 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. Each player calculates the total point value of his remaining ships in the play area, including Upgrade cards equipped to those ships. The player with the highest squad point total of remaining ships receives a Modified Match Win, and his opponent receives a Match Loss. If the winning player has a remaining squad point total that exceeds his opponent's total by 33 points or more, he receives a Match Win instead. If both players have the same squad point total for their remaining ships, the game ends in a Draw.
- A player voluntarily concedes defeat at any point during the match. By conceding defeat, he receives a Match Loss and his opponent receives a Match Win. It is considered good sportsmanship to concede defeat when there is no reasonable chance for victory.

Scoring

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

- Match Win = 5 points
- Modified Match Win = 3 points
- Draw = 1 point
- Match Loss = 0 points

These points are used to determine the winner of the tournament, or, in the case of a larger event, they are used to determine who makes the cut to the championship bracket rounds.

Example: *Rod and Bill are playing against each other in a Dogfight tournament match. At the time limit, Bill has two Academy Pilots remaining in the play area (worth 24 squad points total). Rod has one Rookie Pilot (21 points) in the play area with an equipped Proton Torpedo (4 points). He discarded the Proton Torpedo during play but still counts its points, so he has a total of 25 points remaining. Since Rod has more total squad points of remaining ships in the play area, he earns a Modified Match Win and Bill receives a Match Loss.*

Breaking Ties

If players have identical win-loss records, the tie is broken based on the difficulty of their competition. If the tied players have played against each other, the player that won that match wins the tie. If they have not, "tie-breaker points" are awarded by calculating the strength of each player's schedule by combining total match points of all their opponents. The player with the most tie-breaker points wins the tie and advances. This way, the person who played the most "difficult" games wins the tie. This procedure is also called the "strength of schedule."

Championship Bracket Rounds

In larger tournaments the TO may "cut to the top" after round three to five. The TO will announce if there is a cut before the start of the tournament. Players are ordered by tournament points from highest to lowest, with strength of schedule used to eliminate ties. The top players (determined by tournament size) then begin a new set of tournament rounds. Only these players will be paired in subsequent rounds.

The champion bracket's seeding is generated by ranking in the preliminaries; the player with the best record will play against the player with the worst record, the player with the second best record will play against the player with the second worst record and so on. In the championship bracket, players are eliminated from the pairings once they have lost a game. Only those players who have won continue on to the next round. The winner of the championship bracket is the tournament champion.

ADDITIONAL TOURNAMENT RULES

Mirror Matches

A mirror match is a match between two players who are using the same faction. Tournament seeding does not favor Rebel vs Imperial matches, 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 opponent is using a card with the same unique name.

To facilitate a mirror match, both players are required to assign ID tokens to each of his ships, including ships with unique names. One player must exclusively use ID tokens with the white numerals facing outward, and his opponent must exclusively use ID tokens with the black numerals facing outward. If players cannot agree upon color assignment, the winner of a coin toss chooses the color of their ID tokens.

When a player assigns maneuver dials, he must assign them to Ship cards rather than placing them next to ship bases. This prevents a player from mistaking his opponent's dials for his own.

Damage Cards

When a player's ship is dealt a Damage card, the card is dealt 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 confirm its contents are correct. The TO may check Damage decks at any time.

Discarded Cards

When a player is instructed to discard a Ship card or Upgrade card, he flips it facedown instead. Facedown Ship and Upgrade cards are out of play and treated as discarded. Discarded Upgrade cards must remain next to the Ship card to which they are equipped for the purposes of calculating squad point totals at the end of the match.

TOURNAMENT SQUAD POOL

Legal Products:

All components from the following products may be used in officially sanctioned tournaments. Components in any product not listed cannot be used. Only official models, cards and tokens can be used in tournaments (proxies of cards and ships cannot be used).

- **Star Wars: X-Wing™ Miniatures Game Core Set**
- **X-Wing™ Expansion Pack**
- **Y-Wing™ Expansion Pack**
- **TIE Fighter™ Expansion Pack**
- **TIE Advanced™ Expansion Pack**
- **Star Wars: X-Wing™ Miniatures Game Dice Pack**

Components may only be modified as described under "Component Modifications" on page 1.

