X-WING™ EPIC PLAY TOURNAMENT RULES

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

The beginning of this document provides an overview of player conduct and general rules that apply to all events. Following are the official Epic Dogfight and Team Epic 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 may overrule the FAQ when, in the TO's 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, 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 TO, at his sole discretion, may remove players from the tournament for unsportsmanlike conduct.

Tournament Organizer Participation

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

During a premier tournament, judges and Tournament Organizers cannot participate. Tournament Organizers and Judges for premier championship tournaments (Regionals, Nationals, and Worlds) are expected to commit their full attention to organizing and judging the event, and therefore are not permitted to participate in their own Regional, National, or World Championship events as players.

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 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.

Component Modifications

Players are welcome and encouraged to personalize their squads according to the following rules. The TO is the final authority on any component's eligibility in the tournament. If a component is ruled ineligible and the player does not have a replacement for it, that 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 shape of the base. Ship pegs (including the connecting pegs affixed to ship models) may be modified or replaced as desired so long as the alterations are not offensive and do not adversely affect another player's experience.

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 an asymmetrical way, or in any way that may indicate to their opponents what maneuvers they have selected!

During tournament play, each player is required to use components included in official *X-Wing* products with the exception of third party maneuver templates, tokens, and range rulers, use of which is addressed below.

Ship, base, and card proxies are not allowed. Asteroids and other obstacles may not be modified in any way. 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.

Players **cannot** bring their own playmats to play on instead of the play surfaces provided by the TO. A TO may borrow playmats from players ahead of time, but they must be randomized to ensure fairness. Each ship in play must remain attached to its base. 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. Under no circumstances can a player continue his turn while a ship model is removed from its base.

Range Rulers and Maneuver Templates

Some ships in Epic play include a range ruler that is larger than the range ruler in the core set. A player may use the huge range ruler only when measuring from ships with a weapon or card effect that specifically affects targets at a range beyond Range 3.

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. Both players must agree on the set of maneuver templates to be used, as well as which side of the range ruler to use. The TO will have the final say in any decision. Third-party tokens may also be used, provided they are clearly recognizable and both players agree to their use.

Official X-Wing Epic Dogfight Tournament Rules

The Epic Dogfight tournament format brings head-to-head combat on a massive scale to the **X-Wing** miniatures game, featuring 1v1 matches and up to 300 squad points per player.

Games are held in a series of 180-minute tournament rounds. Tournament organizers may adjust this number down to 150 minutes or up to 210 minutes as they see fit. If they do, they must inform all players in advance of the tournament. Each tournament round, players will score tournament 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-scoring player 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 a single-elimination championship bracket to determine the tournament champion. The TO must declare whether there will be a championship bracket before the tournament begins.

Squad Building

Each player must build one squad for use in an Epic Dogfight **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 300 points. A squad cannot exceed 300 points, though it may contain fewer than 300 points. The maximum epic points for each player is 5. A squad cannot exceed 5 epic points, though it may contain fewer than 5 Epic points (see "Epic Points" below).

Each player may field a maximum of 12 small ships of a single type and 6 large ships of a single type. For example, if a player fielded "Backstabber", "Howlrunner", and 10 Academy Pilots, he would reach his cap of 12 and could not field any more TIE fighters. Similarly, if a player fielded Colonel Jendon and 5 Omicron Group Pilots, he could not take another *Lambda*-class Shuttle.

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.

Epic Points

The number of Huge ships a player may field in an Epic tournament is limited by the Epic points available to that player in squad building.

- CR90 Corellian Corvette = 3 Epic points
- GR-75 Transport = 2 Epic points

A squad cannot exceed this number of epic points, though it may contain fewer Epic points or no Epic points. For example, a player building a squad for a Team Epic tournament has 3 available epic points, and could include either 1 CR90 Corellian Corvette or 1 GR-75 Transport.

Setup Procedure

Before the tournament begins, the TO must set up tables suitable for tournament play. Each table must contain a 6' by 3' square play area with clearly delineated edges. The two long 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 recommended for the first round, however the TO should avoid pairing family members or players who traveled together to get to the tournament, if at all possible, for the first round.

For each round after the first, all pairings will be based on the number of tournament points earned by the players. Each player will be matched with an opponent who has the same number of tournament points, or as close to the same number as possible.

Each pairing should be checked to ensure that no two players are matched up against one another more than once before either the end of the tournament or the beginning of championship play, whichever comes first. As each pair is formed, the TO checks to make sure that players have not already played one another. If they have, the TO must swap one of the players out with a different player who has the same number of tournament points, then matchups continue until every player is paired with an opponent he has not played.

If there is an odd number of players in the tournament, one of the lowest-ranked players (chosen randomly) receives a bye, counting as a match win.

Epic Dogfight Squad Deployment Procedure

The following steps must be performed before each game begins and may be performed before the start of the tournament round:

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 4). 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 core set Damage deck and any Huge ship damage decks and presents them to his opponent. His opponent may shuffle and cut the decks 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. Both players place the six unique asteroid tokens from their core sets next to the play area, for a total of 12 asteroids (two copies of each unique asteroid). Then, the player with initiative chooses two of these asteroid tokens and places them into the play area at the same time, within range 1 of each other but not within Range 1–2 of either player edge. Then, the opposing player chooses two of the remaining asteroid tokens and places them into the play area at the same time, within Range 1 of each other but not within Range 1–2 of either player edge or any previously-placed asteroid token. The players continue to alternate in this way until all 12 tokens have been placed.

6. Players place any huge ships in ascending order of pilot skill. Each huge ship must be deployed with at least part of its base touching its player edge.

7. Players place their small and large ships in ascending order of pilot skill fully within Range 1–2 of their player edge.

8. 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, Rules of Play, Page 16). The player with at least one ship remaining immediately earns a Match Win, and the opposing player 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 (if time is called mid-round, players must finish the round). Each player calculates his score by adding together the total squad point value of their opponent's destroyed ships, including Upgrade cards equipped to those ships. If any opposing huge ships have been crippled, the total squad point value of each crippled section, including Upgrade cards equipped to that section, is added to the score. The player with the greater score receives a Modified Match Win, and his opponent receives a Match Loss. If the winning player's score is at least 12 points more than his opponent's score, he receives a Match 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. 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 of victory.

Scoring

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

- Match Win = 5 tournament points
- Modified Match Win = 3 tournament points
- Draw = 1 tournament point
- Match 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 the championship bracket rounds.

Breaking Ties

If players have identical win-loss records, the tie is broken based on the difficulty of their competition. "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 "make a cut" after a predetermined number of rounds. 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. Once seeded, the championship bracket is set, not reseeded each round. 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. If a game ends in a Draw during a championship bracket round, the winner is the player with initiative.

Epic Play Card Restrictions

This section describes official restrictions and changes to card text in Epic *X-Wing* tournaments:

- Biggs Darklighter's card text should read "Other friendly **small and large** ships at Range 1 cannot be targeted by attacks if the attacker could target you instead."

- Gunner, Luke Skywalker, and Navigator cannot be equipped to huge ships.

Official X-Wing Team Epic Tournament Rules

Team Epic tournaments for the *X-Wing* miniatures game are identical to Epic Dogfight tournaments with the following exceptions:

Squad Building

Each player on a team must build one squad for use in a Team Epic *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 200 points. A player's squad cannot exceed 200 points, though it may contain fewer than 200 points. The maximum epic points for each player is 3. A player's squad cannot exceed 3 epic points, though it may contain fewer than 3 epic points.

Each player may field a maximum of 8 small ships of a single type and 4 large ships of a single type. For example, if a player fielded "Backstabber", "Howlrunner", and 6 Academy Pilots, he would reach his cap of 8 and could not field any more TIE fighters.

Each team may choose to field either a Rebel or Imperial squad, as tournament seeding ignores the player's faction. Both members of each team must field the same faction; therefore each team will consist of either 2 Rebel squads or 2 Imperial squads. A team cannot field two or more cards that share the same unique name.

Each team must nominate a team captain before the tournament begins. The team captain must submit his team's total squad composition, divided into two distinct lists (one for himself and one for his teammate), to the TO before the start of the tournament. Each list must include all associated Upgrade cards and total squad and Epic points, and be clearly labeled with the name of the player who will be fielding it, and the team captain must be identified on that player's list. Each member of the team 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.

Seeding

Standard Swiss-style pairings are used (see FFG Organized Play support page for details). Random pairings are recommended for the first round, however the TO should avoid pairing family members or teams who traveled together to get to the tournament, if at all possible, for the first round. For future pairings, pair teams within the same score group as per Swiss-style pairings.

For each round after the first, all pairings will be based on the number of tournament points earned by the teams. Each team will be matched with an opposing team who has the same number of tournament points, or as close to the same number as possible.

Each pairing should be checked to ensure that no two teams are matched up against one another more than once before either the end of the tournament or the beginning of championship play, whichever comes first. As each pair of teams is formed, the TO checks to make sure that the teams have not already played one another. If they have, the TO must swap one of the teams out with a different team that has the same number of tournament points, then matchups continue until every team is paired with an opposing team they have not played.

If there is an odd number of teams in the tournament, one of the lowest-ranked teams (chosen randomly) receives a bye, counting as a match win.

Team Epic Squad Deployment Procedure

The following steps must be performed before each game begins and may be performed before the start of the tournament round:

1. Teams determine initiative. The team with the lowest squad point total decides which team has initiative. If both teams are tied with the same squad point total, team captains toss a coin. The winner of the coin toss decides who has initiative.

2. Both teams reveal all components in their squads and assign ID tokens to any ships that have a duplicate on the same team. If both teams fielded squads from the same faction, ID tokens are assigned to all ships (see "Mirror Matches" below). One team must exclusively display the white numerals of their ID tokens; the other team displays only the black numerals.

3. Each team captain shuffles his core set Damage deck and any Huge ship damage decks thoroughly and presents them to the opposing team's captain. The opposing captain may shuffle and cut each deck if desired.

4. Both team captains place the six unique asteroid tokens from their core sets next to the play area, for a total of 12 asteroids (two copies of each unique asteroid). Then, the team captain with initiative chooses two of these asteroid tokens and places them into the play area at the same time, within Range 1 of each other but not within Range 1–2 of either team edge. Then, the opposing team captain chooses two of the remaining asteroid tokens and places them into the play area at the same time, at Range 1 of each other but not within Range 1–2 of either team edge or any previously-placed asteroid. The team captains continue to alternate in this way until all 12 tokens have been placed.

5. Players place any huge ships in ascending order of pilot skill. Each huge ship must be deployed with at least part of its base touching its team edge.

6. Players place their small and large ships in ascending order of pilot skill fully within Range 1–2 of their team edge.

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.

Table Talk

Due to the vast number of ships each team must coordinate, table talk is fully permitted during a Team Epic tournament. Teammates may discuss strategy, coordinate ship movements, and even secretly show each other their maneuver dials (these rules supersede the team rules described in the *X-Wing* rulebook). However, players must endeavor to keep the game moving at a reasonably brisk pace, and bickering will not be tolerated. Each player on a team has final say over their own ships, actions, and maneuvers, regardless of who is team captain.

Additional Tournament Rules

Score Piles

To facilitate squad point counting when a match reaches the time limit, each player must maintain a score pile next to his Ship cards. When a ship is destroyed, the owner of the ship places the corresponding Ship card into his score pile along with all Upgrade cards equipped to that ship (including any cards discarded during that game, such as missiles, bombs, etc.). At the end of the match, each player (or team) calculates their score by totaling the squad point values of all cards in their opponent's (or opponents') score pile (or piles). Players may request to count all score piles to verify final scores.

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 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.

Mirror Matches

A mirror match is a match between two players (or teams) who are using the same faction. Tournament seeding does not favor Rebel vs Imperial matches, so mirror matches will occur. If players (or teams) using the same faction are paired for a match, all normal game rules apply. Each player (or team) may field cards with unique names even if his opponent(s) is using a card with the same unique name. To facilitate a mirror match, each player (or team) is required to assign ID tokens to each of their ships, including ships with unique names. One player (or team) must exclusively use ID tokens with the white numerals facing outward, and his opponent(s) 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 players assign maneuver dials, they may assign them to Ship cards rather than placing them next to ship bases. This prevents players from mistaking another player's dials for his own.

Damage Cards

When a player's (or team's) ship is dealt a Damage card, the card is dealt from that player's (or team'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. The TO may check Damage decks at any time.

Tournament Squad Pool

Legal Products

All *Star Wars*: X-Wing™ Miniatures Game components are legal for sanctioned play unless they are temporarily banned from tournament play (such as when a product is released in the midst of a tournament season).

Only official models, cards and tokens can be used in tournaments (proxies of cards and ships cannot be used), and third-party range rulers and movement templates must be agreed upon by all match participants before the game. 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 only be modified as described under "Component Modifications" on page 1. If the *Star Wars*™ Dice app is used, the app must be displayed in full view of both players at all times.

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

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 *Star Wars*: X-Wing™ Miniatures Game 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 around the world.

Casual

Casual events stress 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 *Star Wars*: X-Wing™ Miniatures Game 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 *Star Wars*: X-Wing™ Miniatures Game rules. Players can come to these events expecting a consistent experience from store to store. This tier includes Store Championships and unique, one-off events such as the *X-Wing*™ Wave 4 *Assault at Imdaar Alpha* event.

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.