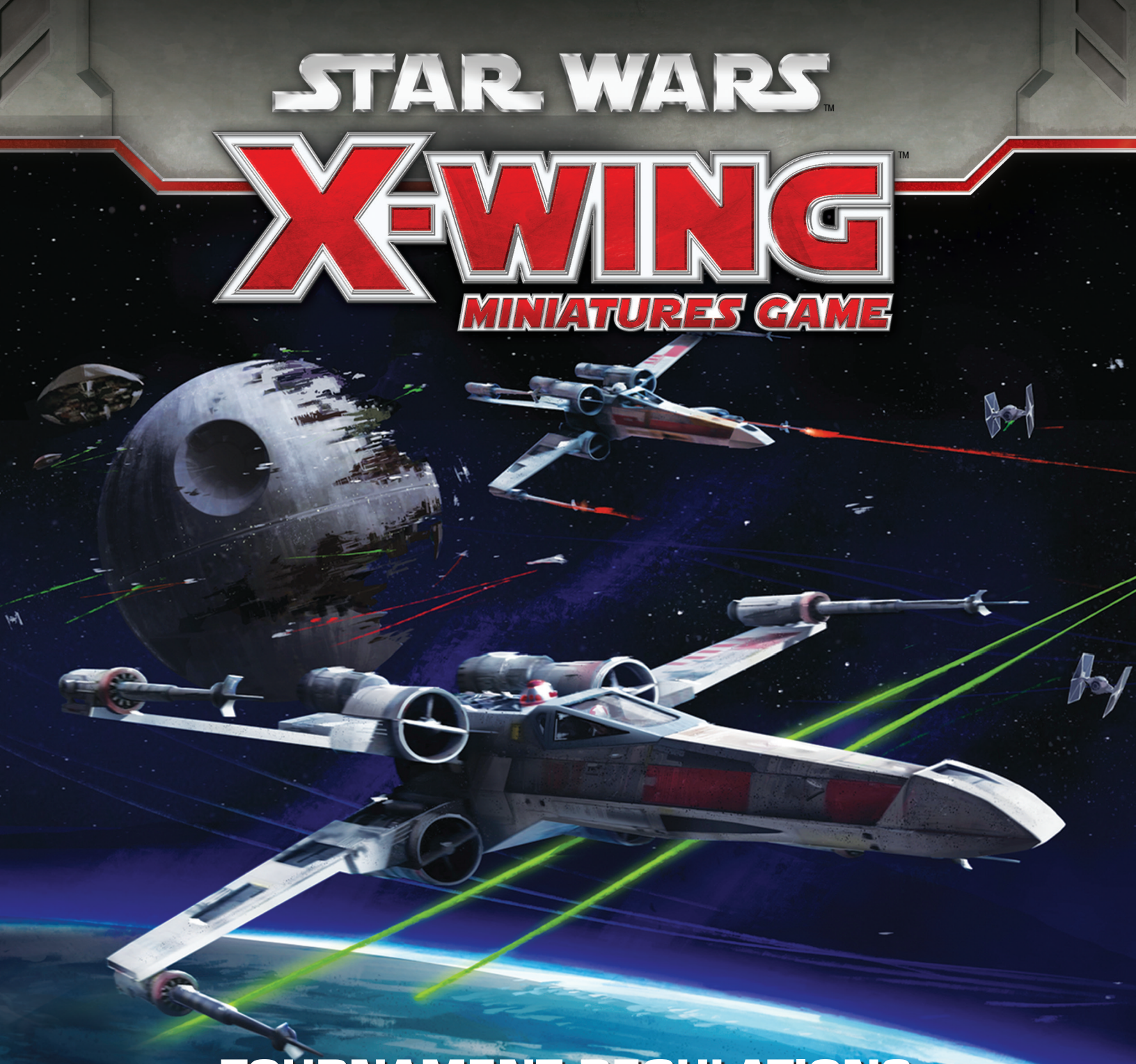
STAR WARS™

X-WING™ MINIATURES GAME



TOURNAMENT REGULATIONS

SUMMARY OF CHANGES IN THIS VERSION

VERSION 2.1 / EFFECTIVE 04.12.2017

- Corrected typos and edited language for clarification

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

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

Introduction

A tournament is a competition between ***X-Wing*** 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 ***X-Wing*** Rules Reference and FAQ, both of which may be downloaded from the ***X-Wing*** page of our website 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 Standard Play tournaments, which use squad building rules that mandate a 100-point maximum for squads. When running an event with a different format, please also read the Alternate Format Regulations to learn any important differences.

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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 ***X-Wing*** at the event. A player must bring all components they need to play a game of ***X-Wing***. When a player is not actively engaged in a game of ***X-Wing***, he or she is a spectator.

Spectator

A spectator is any individual 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.

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 unsportsmanlike 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 3' by 3' play surface for each game of two players, as well as chairs. While the organizer can mark the required play area on a table with tape or another simple method, providing playmats or a similar material in 3' by 3' dimensions to create friction and prevent ships from sliding out of place is strongly recommended.

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 squad 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 ***X-Wing*** Core Set Rules Reference, ***X-Wing*** FAQ, ***X-Wing*** Tournament Regulations (this document), any Event Outline relevant to the event, and any other relevant document for the event. Most of these documents can be found on the ***X-Wing*** page of our website.

Playmats

In events where players provide their own playmats, only official FFG ***X-Wing™ Playmats***, including official prize playmats given out at select events, 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.

Player Materials

Players are responsible for bringing all of the game components they need to play a game of ***X-Wing***. This includes all ship models, bases, pegs, Pilot cards, ship tokens, Upgrade cards, and tokens. In addition, they must bring a damage deck, sufficient dice for attack and defense rolls, a full set of maneuver templates, and a range ruler. When a squad list is required, players should bring a completed list or arrive at the venue early to fill one out.

Squad Building

Each player must build one squad to use in a tournament. 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. Players may choose to use either the original Core Set damage deck or ***The Force Awakens***™ Core Set damage deck.

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.

Players must use the same squad, damage deck, and obstacles for the duration of the tournament.

Squad Lists

Some events require players to submit a squad list, including their name and all associated Upgrade cards, total squad points, damage deck, and obstacles to the organizer before the start of the tournament.

If a player uses a ship or upgrade card with the same name and squad points 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 core set or expansion 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 a* YT-1300 *in her squad, using the original Han Solo ship card and the newest* Millennium Falcon *title upgrade card, both of which have the same name and squad points as a different component. Veronica writes "Han Solo (*Millennium Falcon*) 46 points" and "*Millennium Falcon *(*Heroes of the Resistance*) 1 point" on her squad list.*

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

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.*

Sharing Components

Before or during a tournament round, any player may request that a single range ruler, set of maneuver templates, and/or 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 range ruler, set of maneuver templates, and/or set of dice during a round.

Component Modifications

During tournament play, each player is required to use the components included in official ***X-Wing*** products (see "Legal Products" on page 4). 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 ship in his or her squad—and its corresponding Ship card—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 a ship model in any way that would create confusion about which ship the model represents.
- 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 **cardboard** maneuver dials in any way that may indicate to their opponents what maneuvers they have selected.
- Players may mark their asteroids, debris fields, and bomb tokens 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.
- 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.

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 squad 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 Ship Model or Connection:** The model, in its damaged state, does not impede the progress of play and abides by the rules under "Component Modifications" on page 4. If the model does impede play, the player keeps the ship model near the rest of his or her squad for the remainder of the tournament.
- **Damaged Dice, Range Ruler, or Maneuver Template:** The player keeps the original component near the rest of his or her squad and requests to share his or her opponent's component for each remaining round of the tournament.

Tokens

Tokens are representations of information about the game or game state. The presence of tokens—other than tokens that are essential components—is marked by one or more indicators. Indicators may also be used to represent multiple tokens, or other open or derived information. Essential tokens are ship and obstacle tokens, as well as any bomb tokens (in a reasonable quantity) required for a player's list. Other 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 must use only official ***Star Wars: X-Wing™ Miniatures Game*** components in tournament play, with the following exceptions for third-party replacements:

- Non-essential tokens (see "Tokens" on page 4)
- Range rulers that match the dimensions of an official range ruler or a particular section of an official range ruler
- Movement templates that match the dimensions of official maneuver templates

Determining the legality of any questionable third-party tokens, range rulers, and movement templates 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 ***X-Wing*** components are legal for Standard Play tournaments unless they are marked with the epic icon (⊕). For more information on Epic Play, please see the Alternate Format Document, which can be found on the ***X-Wing*** page of our website.

Custom "setup" templates designed to aid players in ship deployment are not allowed. Players can use only their range rulers and maneuver templates **within range 1 of that player's edge** to help them set up formations during deployment.

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 (https://www.fantasyflightgames.com/en/op/legality/sw). Players outside North America should check with their organizer to determine which products are tournament legal.

Tournament Play

This section provides information and considerations for playing a game of ***X-Wing*** at a tournament.

Tournament Setup

Before the tournament begins, the organizer must set up tables suitable for tournament play. Each table must contain a 3' by 3' square play area with clearly delineated edges. Players should have enough space on the table to comfortably place all of the components necessary for their squads. 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. Each player places their squad outside of the 3' by 3' 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, players assign ID tokens to all ships or agree on another method of differentiating squads. One player must display only the white numerals of his ID tokens; the other player must display only the black numerals. Prior to the first round of a tournament, the marshal may mandate that each player manually verify their opponent's squad point total.
3. Each player may request to examine their opponent's Damage deck to validate its contents. Each player shuffles their Damage deck thoroughly and presents it to their opponent. The opponent may shuffle and cut the deck if desired. Players cannot share a Damage deck.
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, players must use a method to determine a player at random, such as tossing a coin. The winner 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 obstacles and places it into the play area. Then, the other player chooses one of the remaining obstacles and places it into the play area. The players continue to alternate until all six obstacles have been placed. An obstacle cannot be placed at Range 1–2 of any edge of the play area or at Range 1 of another obstacle.
6. Players place their ships in ascending order of pilot skill as per standard ***X-Wing*** rules. Players cannot measure distance and spacing with physical objects during setup except when using range rulers and maneuver templates within Range 1 of that player's edge.
7. Players activate shields and prepare any special components they may need.

Once players complete the steps above, they must wait for a leader to announce the start of the round before beginning their game. If the round has already begun, players may begin playing immediately upon completing these steps.

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 marshal or judge may check Damage decks at any time.

Destroyed Ships

To facilitate calculating a player's score when a game ends (see "Calculating a Player's Score" on page 7), each player should keep their Ship and Upgrade cards organized, even after a ship is destroyed. When a ship is destroyed, the owner of the ship places the corresponding ship model on the Ship card.

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

Discarded Cards

When a player is instructed to discard an Upgrade card, he or she flips it facedown instead. If a player is instructed to discard a Dual card, he or she places it under the Ship card it is attached to instead. Dual cards under a Ship card are considered facedown. Facedown Upgrade cards and Dual cards under Ship cards are out of play but remain equipped to their respective ships. They are not counted toward a player's score unless the ship to which they are equipped is destroyed.

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, players should call a judge for assistance.

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 ***X-Wing*** page of our website, those found in an ***X-Wing*** product, or any portion thereof.

Tournament Concepts

The tournament concepts together create the framework for any ***X-Wing*** tournament.

Tournament Round Times

Each tournament round of ***X-Wing*** is a predetermined length, giving players a certain amount of time to complete their games. 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 "End of Round" on page 6). A tournament round's length varies depending on the type of round.

- **Swiss Rounds:** 75 minutes each
- **Single Elimination Rounds (except Final):** 75 minutes each
- **Final Single Elimination Round:** 120 minutes

Pairings

Each tournament round, players are paired with an opponent, against whom they play a game of ***X-Wing***. 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. That player receives a win with a Margin of Victory of 150 for that round of the tournament. 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 for a round in which they are paired within a reasonable time limit, 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 ***X-Wing*** 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 most tournament points unless there are single elimination rounds (see "Single Elimination Rounds" on page 6).

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. When a player receives a bye, he or she receives a win and a Margin of Victory of 150 (see "Margin of Victory" on page 7).

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 ***X-Wing*** 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 ***X-Wing*** 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 ***X-Wing*** 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 which 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.

End of Round

Each tournament round ends in one of the following ways:

- **One Player Defeated:** 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.
- **Mutual Destruction:** At the end of a game round, all of both players' ships are destroyed. Players follow the rules for "Final Salvo" on page 7 using all of their ships to determine the winner.
- **Time:** At the end of a game round, the round time limit has been reached. (If time is called during a game round, players must finish that game round.) The player with the greater score receives a win, and his opponent receives a loss. If both players have the same score, they follow the rules for "Final Salvo" on page 7 to determine the winner.
- **Concession:** A player voluntarily concedes defeat at any point during the game. All of that player's ships are destroyed. The conceding player receives a loss and his or her opponent receives a win.

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 End Phase, and then add up their scores. Elaine destroyed 77 points of Sal's squad, while Sal destroyed 49 points of Elaine's squad. Elaine has the higher score, so she receives the win and a Margin of Victory of 128. Sal receives a loss and a Margin of Victory of 72.*

Calculating a Player's Score

A player's score helps determine who won the game in certain circumstances and is used to calculate Margin of Victory (see "Margin of Victory" on page 7). 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. In addition, each player receives half the total squad point value (including Upgrade cards), 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.

If a player destroys all of his or her opponent's ships, the opponent's squad is worth 100 squad points for the purposes of calculating score, even if the total Ship and Upgrade cards are worth fewer squad points.

If a player concedes the game, all of his or her remaining ships are destroyed before calculating each player's score.

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.*

Final Salvo

If both players have the same score at the end of a game, they must fire a Final Salvo to determine the winner. To fire a Final Salvo, each player adds together the printed, unmodified primary weapon value of his or her remaining, undestroyed ships and rolls attack dice equal to that number. The player who rolls the highest total number of combined hits and critical hits wins the game. If both players roll an equal number hits and critical hits, they roll again until a winner is determined.

If a game ends in mutual destruction, each player adds together the printed, unmodified primary weapon value of all ships in his or her squad and rolls attack dice equal to that number.

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 as follows:

- Win = 1 tournament point
- Loss = 0 tournament points

Margin of Victory

At the end of each game, the player with the higher score adds the amount by which his or her score exceeds his or her opponent's score to 100. This number is that player's Margin of Victory ("MoV"). The player who has destroyed fewer squad points subtracts the same amount from 100 to determine his or her Margin of Victory.

End of game example: *Bradley wins the game, destroying his opponent's entire squad (100 squad points). Bradley's opponent, Cara, has destroyed 24 points of Bradley's ships. Bradley wins by 76 points, which he adds to 100 for an MoV of 176. Cara loses by 76 points, which she subtracts from 100 for an MoV of 24.*

If both players have an identical score, each player receives a Margin of Victory of 100.

When a player receives a bye, he or she receives a Margin of Victory of 150.

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.

- **Margin of Victory:** The player with the highest cumulative Margin of Victory is ranked above all other players with the same number of tournament points. The player with the second-highest cumulative Margin of Victory is ranked second among those players, and so on.
- **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.
- **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 ***X-Wing*** 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 an ***X-Wing*** 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 bumping ships 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 **X-Wing** can be accessed from the game's page:*
https://www.fantasyflightgames.com/en/products/x-wing/

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