

STAR WARS™

X-WING™

MINIATURES GAME



EPIC VARIANT REGULATIONS

SUMMARY OF CHANGES IN THIS VERSION

VERSION 1.0 / EFFECTIVE 01.17.2018

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

The Epic variant 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

The most common type of *X-Wing* event is a tournament following the Standard Play rules outlined in the *X-Wing* Tournament Regulations. However, there are additional ways to play the game, called variants. A variant is a change to how the game of *X-Wing* is played. This can be done by adding/subtracting players, changing the structure of an event, or changing the rules of the game. This document provides the rules for the Epic variant.

This document is a supplement to the *X-Wing* Tournament Regulations, *X-Wing* Rules Reference, and *X-Wing* FAQ. All rules within the *X-Wing* Epic Variant document take precedence when there is a conflict between it and the Tournament Regulations, Rules Reference, or FAQ. The *X-Wing* Tournament Regulations, *X-Wing* Rules Reference, and *X-Wing* FAQ may be downloaded from the *X-Wing* page of our website at any time.

The Epic variant is an event where a player—or team of two players—can include huge ships in their squad, as well as build to a much larger point total for that squad.

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EVENT MATERIALS

There are many materials and game components needed to facilitate an event. 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 6' by 3' play surface for each player, 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—with two playmats next to each other creating the play surface—or 6' by 3' dimensions to create friction and prevent ships from sliding out of place is strongly recommended.

Player Materials

Players are responsible for bringing all of the game components required 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 damage decks, sufficient dice for attack and defense rolls, and all maneuver templates and range rulers needed for their squad. When a squad list is required, players should bring a completed list or arrive at the venue early to fill one out.

1v1 Squad Building

Each player must build one squad to use in an event. A squad cannot exceed 300 points, though it may contain fewer than 300 points. In addition, a player must include a number of huge ships worth between 2–5 epic points in their squad. These huge ships count toward the 300-point total of their squad.

A player cannot include more than eight small ships of a single type and four large ships of a single type. For example, if a player includes "Backstabber", "Howlrunner", and 6 Academy Pilots, they cannot include any more TIE fighters. However, they may include up to eight TIE/fo fighters as well. A player cannot include more than four copies of any secondary weapon or Elite Pilot Talent upgrade with the same name.

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 for their non-huge ships.

Each player must include exactly six unique obstacle tokens of their choice in their squad. Players can select these obstacles from any *X-Wing* product that includes obstacles. A player may not select two obstacles of the same type and shape.

Players must use the same squad, damage decks, and obstacles for the duration of the event.

Team Squad Building

Each player on a team must build a squad that does not exceed 200 points, though it may contain fewer than 200 points. In addition, a team must include a number of huge ships worth between 3–6 epic points across their two squads. These huge ships count toward a player's 200-point total of their squad and may be included entirely in one player's squad.

A team cannot have more than 12 small ships of a single type and six large ships of a single type across their two squads. For example, if a team has "Backstabber", "Howlrunner", and 10 Academy Pilots across both squads, they cannot include any more TIE fighters. However, they may include up to 12 TIE/fo fighters as well. A team cannot include more than four copies of any secondary weapon or Elite Pilot Talent upgrade with the same name across both squads.

A team cannot include more than one copy of a card with a unique name across their two squads.

A team may choose to field a Rebel, an Imperial, or a Scum & Villainy squad. Whichever is chosen, both squads on a team must be of that faction.

The team captain must include one non-huge ship damage deck and six unique obstacle tokens in his or her squad. The captain may choose to use either the original Core Set damage deck or *The Force Awakens™* Core Set damage deck, and can select obstacles from any *X-Wing* product that includes obstacles. The captain may not select two obstacles of the same type and shape.

Players must use the same squad, damage decks, and obstacles for the duration of the event.

Epic Points

Epic points are an additional cost for squad building. A player or team must include huge ships equal to a certain range of epic points. When building a squad, each huge ship is worth the following number of epic points:

2 Epic Points: GR-75 Medium Transport, *Gozanti*-class Cruiser, C-ROC Cruiser

3 Epic Points: CR90 Corvette, *Raider*-class Corvette

Legal Products

Players must use only official *Star Wars: X-Wing™ Miniatures Game* components in Epic Play, with the following exceptions for third-party replacements:

- Non-essential tokens (see "Tokens" in the *X-Wing* Tournament Regulations)
- 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

All *X-Wing* components are legal for Epic Play in North America upon the product's official release. Official release 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 legal for Epic Play.

EPIC PLAY

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

Event Setup

Before the event begins, the organizer must set up tables suitable for Epic Play. Each table must contain a 6' by 3' rectangular play area with clearly delineated edges. The two long edges are player edges and should be easily accessible from a side of the table. Players should have enough space on the table to comfortably place all of the components necessary for their squads.

1v1 Game Setup

The following steps must be performed before players can begin a game of 1v1 Epic Play.

1. Each player places their squad outside of the 6' 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 squad. 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.
3. Each player may request to examine their opponent's Damage decks to validate their contents. Each player shuffles each of their Damage decks thoroughly and presents them to their opponent separately. The opponent may shuffle and cut each deck if desired.
4. Players determine initiative. The player with the lowest squad point total decides which player has initiative. If both players are tied with the same squad point total, 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 six unique obstacle tokens next to the play area to form a pool of twelve obstacles. The player with initiative chooses two of these obstacle tokens and places one into the play area beyond Range 1–2 of any edge. Then, that player places the second obstacle token within range 1 of the first obstacle token. The other player chooses two of the remaining obstacles and repeats the same action, except they cannot place either obstacle token within Range 1 of a token placed previously. The players continue to alternate until all twelve obstacles have been placed.

6. Players place their 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 large and small ships in ascending order of pilot skill. 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.
8. Players assign Energy tokens to each of their huge ships and their equipped secondary weapons up to their respective energy limits.
9. Players activate shields and prepare any special components they may need.

Once players complete the steps above, they should 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.

Team Game Setup

The following steps must be performed before players can begin a game of Team Epic Play.

1. Each team places their squad outside of the 6' by 3' play area next to their assigned team edge.
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, players assign ID tokens to all ships or agree on another method of differentiating squads. One team must display only the white numerals of their ID tokens. The other team must display only the black numerals.
3. Each team may request to examine their opponents' Damage decks to validate their contents. Each team captain shuffles his or her team's Damage decks thoroughly and presents each deck to the opposing team captain. The opposing team captain may shuffle and cut each deck if desired.
4. Teams determine initiative. The team with the fewest total squad points decides which team has initiative. If both teams are tied with the same squad point total, teams must use a method to determine a team at random, such as tossing a coin. The winner decides who has initiative.
5. Each team captain places their six unique obstacle tokens next to the play area to form a pool of twelve obstacles. The captain of the team with initiative chooses two of these obstacle tokens and places one into the play area beyond Range 1–2 of any edge. Then, that player places the second obstacle token within range 1 of the first obstacle token. The other team captain chooses two of the remaining obstacles and repeats the same action, except they cannot place either obstacle token within Range 1 of a token placed previously. The team captains continue to alternate until all twelve obstacles have been placed.
6. Players place their huge ships in ascending order of pilot skill. Each huge ship must be deployed with at least part of its base touching its player's edge.
7. Players place their large and small ships in ascending order of pilot skill. Players cannot measure distance and spacing with physical objects during setup except when using range rulers and maneuver templates within Range 1 of that team edge.
8. Players assign Energy tokens to each of their huge ships and their equipped secondary weapons up to their respective energy limits.
9. Players activate shields and prepare any special components they may need.

Once teams complete the steps above, they should 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.

Team Captains

Each team must nominate a team captain at the start of an Epic event. The team captain is responsible for certain tasks outlined within this document and is final arbiter for any actions that affect a team during the event, such as turning in squad lists. Each player is responsible for their own ships, actions, and maneuvers during a game.

Table Talk

Players may talk during a Team Epic game. Teammates can discuss strategy, coordinate ship movements, and secretly show each other their maneuver dials. However, players must strive to keep the game moving at a reasonable pace and avoid delaying or stalling within a game.

Range Rulers & Maneuver Templates

Some ships in Epic Play include a range ruler that is longer than the range ruler used in Standard Play. A player can use this range ruler only when measuring from ships with a weapon or card effect that specifically affects targets at a range beyond Range 3.

Event Concepts

The event concepts together create the framework for any Epic event.

Tournament Round Times

Each round of an Epic event is a predetermined length, giving players or teams a certain amount of time to complete their games. Due to the large quantity of models that need to be placed during setup, leaders should attempt to avoid starting the timer for a round until most players or teams have finished setting up. If a game has not concluded when the time for a round runs out, the players finish the current phase—if they are in the Activation or Combat phase—and then calculate their scores (see "End of Round" on page 4).

- **Round Length:** 180 minutes

Pairings

Each round, each player or team is paired with an opposing player or team, against whom they play a game of *X-Wing* Epic. For the first round, players or teams are matched randomly against an opposing player or team.

If there is more than one round, players are paired at random against another player or team with the same number of tournament points. No player or team should be paired against the same opponent more than once. To determine pairings, take the group of players or teams with the most tournament points and pair them at random. If there is an odd number of players or teams in that group, pair the remaining player or team with a random player or team from the group of players or teams with the next most tournament points. Then, pair all remaining players or teams in the second group at random. Continue this until all players or teams are paired.

If there is an odd number of players or teams, one player or team receives a bye for that round. In later rounds, if there is an odd number of players or teams remaining in the event, the bye is given to the lowest ranked player or team who has not yet received a bye.

End of Round

Each event round ends in one of the following ways:

- **One Player/Team Defeated:** At the end of a game round, all of one player's or team's ships are destroyed. The player or team with at least one ship remaining immediately earns a win and the opposing player or team receives a loss.
- **Mutual Destruction:** At the end of a game round, all of both players' or teams' ships are destroyed. Players or teams follow the rules for "Final Salvo" on page 4 to determine the winner.

- **Time:** During a game round, the round time limit has been reached. If the game is currently in the Activation or Combat phase, the players or teams finish the current phase before scoring. Otherwise, players or teams immediately move to scoring. The player or team with the greater score receives a win, and the opposing player or team receives a loss. If both players or teams have the same score, they follow the rules for "Final Salvo" on page 4 to determine the winner.
- **Concession:** A player or team voluntarily concedes defeat at any point during the game. All of that player's or team's ships are destroyed. The conceding player or team receives a loss and his or her opponent receives a win.

Calculating a Player's or Team's Score

A player's or team's score helps determine who won the game in certain circumstances and is used to calculate Margin of Victory. Each player or team 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 or team 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. Each player or team also receives the squad point value (including equipped upgrade cards) of each enemy Huge ship section that has been crippled—for Huge ships with more than one ship card.

In an Epic game, if a player destroys all of his or her opponent's ships, the opponent's squad is worth 300 squad points for the purposes of calculating score, even if the total Ship and Upgrade cards are worth fewer squad points. In a Team Epic game, if a team destroys all of the opposing team's ships, the opponent's squads are worth a total of 400 squad points for the purposes of calculating score, even if the total Ship and Upgrade cards are worth fewer squad points.

If a player or team concedes the game, all of his or her remaining ships are destroyed before calculating each player's or team'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 or teams 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 or team adds one attack dice to their final salvo pool for each remaining, undestroyed small ship, two attack dice to their final salvo pool for each remaining, undestroyed large ship, and three attack dice to their final salvo pool for each remaining, undestroyed huge ship. Then, both players or teams roll all attack dice in their final salvo pool.

The player or team who rolls the highest total number of combined hits and critical hits wins the game. If both players or teams 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 or team adds dice to their final salvo pool for all ships in his or her squad, adding a number of dice for each ship as outlined above.

Tournament Points

Players or teams earn tournament points at the end of each round. At the end of an event, players or teams are ranked based on the number of tournament points they have. Players or teams earn tournament points as follows:

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

1v1 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 300. This number is that player's Margin of Victory. The player who has destroyed fewer squad points subtracts the same amount from 300 for his or her Margin of Victory.

End of game example: *Bradley wins the game, destroying all 300 squad points of his opponent's ships. Bradley's opponent, Cara, has destroyed 124 points of Bradley's ships. Bradley wins by 176 points, which he adds to 300 for a margin of 476. Cara loses by 176 points, which she subtracts from 300 for a margin of 124.*

If both players have an identical score, each player receives a Margin of Victory of 300.

When a player receives a bye, he or she receives a Margin of Victory of 450.

Team Margin of Victory

At the end of each game, the team with the higher score adds the amount by which their score exceeds the opposing team's score to 400. This number is that team's Margin of Victory. The team who has destroyed fewer squad points subtracts the same amount from 400 for their Margin of Victory.

End of game example: *Team Rebel wins the game, destroying all 400 squad points of the opposing team's ships. Their opponent, Team Imperial, has destroyed 224 points of Team Rebel's ships. Team Rebel wins by 176 points, which they add to 400 for a margin of 576. Team Imperial loses by 176 points, which they subtract from 400 for a margin of 224.*

If both teams have an identical score, each team receives a Margin of Victory of 400.

When a team receives a bye, they receive a Margin of Victory of 600.

Tiebreakers

If two or more players or teams have the same number of tournament points, tiebreakers are used to determine each player's standing within their score group. Tiebreakers are used in the following order until all players or teams within that group have been given a standing.

- **Margin of Victory:** The player or team with the highest cumulative Margin of Victory is ranked above all other players or teams with the same number of tournament points. The player or team with the second-highest cumulative Margin of Victory is ranked second among those players or teams. The player or team with the third-highest cumulative Margin of Victory is ranked third among those players or teams, and so on.
- **Strength of Schedule:** A player's or team'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 or team has played. The player or team with the highest strength of schedule is ranked above all other players or teams in the group not yet ranked. The player or team with the second-highest strength of schedule is ranked second among all players or teams in the group not yet ranked, and so on.
- **Random:** If any players or teams are still tied after all other tiebreakers have been applied, then those players or teams are ranked in a random order below any players or teams already ranked in the group.

Tournament Structures

The structure of an Epic event determines how many rounds are used. For more casual Epic events, organizers should run one round. However, organizers can run Epic events over multiple rounds. If an event is multiple rounds, it is strongly recommended to run no more than three rounds in a single day.

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. For more information on Custom Structures, see the **X-Wing** Tournament Regulations.

Tournament Tiers

Epic events are Relaxed events by default. However, organizers may run Epic events at the Formal tier if they wish. Epic events should never be run at the Premier tier.

For more information on Tournament Tiers, see the **X-Wing** Tournament Regulations.

This and other supported documents for X-Wing can be accessed from the game's page:
FantasyFlightGames.com/Products/X-Wing/

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