



Star Wars X-Wing V2.0 Sunday 5th May 2019

Star Wars X-Wing V2.0 extended format.

Every team is made up of 3 players each representing a different faction of the 7 factions available.

Each players list will be 200 points using any obstacles released from any set from V1 or V2 with the exception of epic obstacles.

Unique cards are unique across the 3 lists in your team.

Each round will be 75 minutes + 10 minutes for pairings, players can start when they are ready to do so with the exception of the first round when the start will be announced.

Team Captains

- Each team will nominate a Team Captain.
- The Team Captain is responsible for checking their team's scores before they are handed in. Once handed in the scores cannot be changed.
- The Team Captain is responsible for attending any Captain's briefings throughout the day.

Pairings

- Each team will add up the totals of their 3 lists.
- The team with the lowest total chooses to either pick the first pairing or choose the second pairing. The remaining pair play each other.
- Games are played in the conventional way. No coaching during the games.

Scoring

- Winning teams score 1 team win, losing teams score nothing.
- Teams score Game Points for each game won.
- Teams score MoV (Margin of Victory) for each player's achievements.
- Drawn games are decided by final salvo.
- MoV will include half points for all ships half damaged taking into account Hull and Shields. For example a ship with 6 hull and 2 shields is half points when it has 4 hull left.

The team with the highest Team Wins become the Champions.

- 1st tie breaker is Game Points.
- 2nd tiebreaker is Margin of Victory.
- As soon as there is an outright winner (team points) the tournament will finish or after X rounds, whichever comes first.

- If any of the top 3 teams are still level at this point every player of the level placed teams will Final Salvo. The **top scoring player** will win final salvo for their team.

We do our best to stay to the schedule. When the pairings are announced we will be into game time and players can start when they are ready. Remember all teams have up to 10 minutes extra on the round to pair up etc. The only exception to this is the first round where everyone should be ready to play for the tournament to start.



May the force be with you.....Always!