

STAR WARS™ X-WING™



TOURNAMENT REGULATIONS

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HOTSHOT EVENT

In this packet you will find the official rules for running a *Star Wars: X-Wing* Hotshot event.

Hotshot events use Swiss rounds for pairing and are played until a winner is determined. Players are ranked based on their games played and final standings, as detailed below.

Below we outline the responsibilities of players and event organizers (EOs), how to create player pairings, and how players earn event points in a Hotshot event.

PLAYER RESPONSIBILITIES

Players attending an event are responsible for supplying their own miniatures, cards, dice, measuring tools, tokens, squad list, and other game pieces that are required during play.

MINIATURES

Each player must have the miniatures for each ship in their squad. Players are allowed to customize their miniatures as they like but must follow these guidelines:

1. The miniature must be made from a majority of parts from the *Star Wars: X-Wing* miniatures line.
2. The miniature must be easily identifiable as the ship it represents.
3. Players may not customize a miniature in such a way that any part of the miniature represents the intellectual property of any party except Lucasfilm, including: copyrighted logos, symbols, iconic elements, or other iconography.
4. The size or pose of a customized miniature cannot interfere with game play.
5. The miniature must always be attached to a *Star Wars: X-Wing* base that is the appropriate size and shape for the miniature it represents. If two or more miniatures in play could potentially touch, players may remove the miniature from its plastic pegs until the conflict is resolved.
6. Each ship card has a ship type centered at the bottom of the card. Players may use any *Star Wars: X-Wing* miniature that represents the same ship type as the pilot in their squad, so long as it is easily recognizable as the ship it represents and has the appropriate ship token fitted in the ship's base. **Example:** *The Customized YT-1300 Light Freight miniature may be used to represent a Scavenged YT-1300 if the Escape Craft piece is removed and an appropriate ship token is fitted to the ship's base.*

CARDS

A player must have at the table all ship cards, upgrade cards, and condition cards included in their squad list. Proxies of cards are not allowed.

DICE

Players must use official *Star Wars: X-Wing* dice. This includes the dice found in the Core Box, Dice Expansions, and/or promotional material distributed by Asmodee North America. Players may not use replacement dice.

MEASURING TOOLS

Players are required to bring their own set of measuring tools. This includes both range and maneuver tools. Players are never allowed to modify their measuring tools but may replace them. Players using substitutions must check with the EO before the event begins so the tools can be verified as being the correct size and shape. Players may not use measuring devices that do not have an equivalent tool supplied by Atomic Mass Games.

COMPONENTS

There are two types of components in *Star Wars: X-Wing*: essential and nonessential. Essential components are ship bases, obstacles, devices, and tools. These components have a specific size and are supplied with the ships or cards that require them. Nonessential components are tokens, markers, shields and charges, turret arc indicators, and Ship IDs.

Players are never allowed to modify their essential components but may replace them. Players using substitutions should check with the EO before the event begins so the tokens can be verified as being the correct size and shape. Players may modify or replace nonessential components as long as the tokens used are clear and do not interfere with game play.

SQUAD LISTS

A player must submit a squad list to the EO before the event begins and may not change their squad list once the event begins. A squad list is built as described on page 20 of the *Star Wars: X-Wing Rules Reference*, which can be found at AtomicMassGames.com/xwing-documents.

When building their squad list, players need to be aware of whether the event is a Standard event or an Extended event. In a Standard event, squad lists may use only ships and upgrades that are available in Standard format. In an Extended event, squad lists may use any ships and upgrades that are available in Extended format. The points documents, which can be found at AtomicMassGames.com/xwing-documents, detail which cards and upgrades are allowed in each format.

When playing in a Standard event, players must use the Standard Ban List and Restricted List which can be found at AtomicMassGames.com/xwing-documents.

SPORTSMANSHIP

All players are expected to act in a civil manner during the event. Disputes and disagreements will happen during games, but players should always remain respectful of other players, EOs, and the space they are playing in. Should a dispute or argument arise, the players should immediately call for a marshal to help resolve the issue.

Star Wars: X-Wing has both open and hidden information. Ship cards, upgrade cards, destroyed ships, active/spent shields, active/spent charges, and discarded damage cards are open information. Players can always request to see ship cards, upgrade cards, and discarded damage cards both before and during the game. Players should never attempt to obscure or mislead their opponent about any open information.

Missed Opportunities

Players are expected to follow the game's rules, remembering to perform actions and use card effects when indicated. It is each player's 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, they cannot retroactively use it. Players are expected to refrain from intentionally distracting or rushing an opponent with the intent of forcing a missed opportunity.

Margin of Error

Objects are sometimes moved accidentally or placed inexactly during the normal course of the game. This is acceptable within a reasonable margin. Players must not abuse this margin of error, however, and they must use the components included with the game to help them be as accurate as possible. If a player feels their opponent is abusing this margin of error or if they need to make a particularly difficult movement, they should call a marshal for assistance before moving any miniatures.

Unsportsmanlike Conduct

Players who do not behave in a civil and respectful manner can be ejected from the event or issued a warning, at the discretion of a marshal or the EO.

Examples of unsportsmanlike conduct include but are not limited to:

- Treating other players, marshals, EOs, or spectators disrespectfully.
- Intentionally attempting to mislead your opponent, a marshal, or the EO.
- Intentionally disrupting the placement of miniatures, terrain, or tokens on the table.
- Quickly removing dice from the table before your opponent can verify your roll.

EVENT ORGANIZER RESPONSIBILITIES

The event organizer, or EO, is the person, store, or event that is putting on the event. Much like players, the EO has a set of responsibilities for the event.

EVENT RULES

The EO should make it clear to players ahead of time what type of event is being held. This includes whether it will use standard or extended squad building and whether there will be any other special rules governing the event.

EVENT FORMAT

The EO should label their event as either a Standard or an Extended event. This will let players know which type of squad list to bring and how to plan for the event.








In a Standard event, squad lists may contain only ships and upgrades listed as legal for Standard on the *Star Wars: X-Wing* Points Documents, which can be found at AtomicMassGames.com/xwing-documents. In an Extended event, squad lists may contain only ships and upgrades listed as legal for Extended.

When playing in a Standard event, players must comply with the Ban List and the Restricted List, which can be found at AtomicMassGames.com/xwing-documents.

SCENARIO SELECTION

During each event round of *Star Wars: X-Wing*, games will be played using a different scenario. All games during the same event round use the same scenario. Randomly select the scenario at the start of each round from the scenarios that have not yet been played this event. Once each scenario has been played, randomly select the scenario for the next round from all the scenarios that have not been played twice. Continue doing this until each scenario has been played exactly two times. Repeat this process as many times as needed throughout the event to maintain an even distribution of scenarios.

EVENT ROUND TIMES

Each event round of *Star Wars: X-Wing* is a variable length, giving players a certain amount of time to complete their games. The EO should start the timer for an event round after most players have found their seats and begun to set up. The EO should never tell players the remaining time in the round. If a game has not concluded when the time for an event round runs out, the players finish the current game round and calculate their scores. The base round time is 75 minutes. To create a variable game length, roll 1 attack die and 3 defense dice. If the attack die result is a  or , add minutes to the round timer equal to the number of  and  rolled on the defense dice. If the attack roll is a blank, remove minutes from the round timer equal to the number of  and  rolled on the defense dice. If the attack die is a  do not add or remove any time from the round timer.

Games end after twelve rounds of play, when the round timer ends, or when one player wins the scenario, whichever occurs first.

PAIRINGS

Each round, players are paired with an opponent for a game of *Star Wars: X-Wing*. All Hotshot events use Swiss-style pairings (see "Swiss Pairing" below). If not all players will play all rounds of the event, the EO should announce before the event begins how many rounds the event will run before any progression cuts are made.

When necessary, a player may be assigned a bye during a round instead of being paired against an opponent. That player receives a win and earns 18 mission points for that round. The rules for when to assign a bye are detailed below.

A player should not be paired against the same opponent more than once during a single stage of an event. In general, each stage of an event ends when a progression cut is made.

Players can leave an event early in several ways:

- If a player no longer wishes to continue playing, that player must notify the EO of their intent to drop. The EO will avoid pairing that player in future rounds by dropping them from the event. Players should notify the EO of their intent to drop as soon as possible, and the EO may apply penalties to players who fail to do so, such as withholding prizes, if any, at their discretion.
- Players can also be dropped if they do not appear within a reasonable time limit for a round in which they are paired, or if they are no longer able to play for any other reason. Players can request that the EO allow them to rejoin an event from which they were dropped. A player who rejoins in this way is assigned an unpaired loss for each round they did not participate in.
- Players ejected for misconduct are removed from the event and cannot rejoin.

SWISS PAIRING

Hotshot events use a Swiss pairing system that awards event points to the winner of each game (see "Event Points" below). Each Swiss round pairs players in head-to-head games, attempting to match players with the same number of event points while preventing players from playing the same opponent more than once. At the end of Swiss rounds, the winner of the event is the player with the most event points.

For the first round of Swiss pairings, match players randomly against an opponent. For each round after the first, match each player at random against another player with the same number of event points.

To determine pairings, identify the group of players with the highest number of event 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 event points. Then, pair all remaining players in the second group at random. Continue until all players are paired.

If there is an odd number of players in the event, choose one player at random to receive a bye in the first round. In later rounds, if there is an odd number of players remaining in the event, give the bye to the lowest-ranked player who has not yet received a bye. When a player is given a bye, that player receives a win and earns 18 mission points for that round of the event.

PROGRESSION CUT

Some Hotshot events set a predetermined number of rounds, at the end of which all players that meet certain criteria advance to the next stage of the event and all other players are dropped. This is commonly referred to as "making a cut."

If a player who qualified for a standings-based cut drops from the event before any games are played during the next stage of the event, add the next highest-ranking player to the cut as the lowest-ranked player in the cut.

Number of Players	Number of Rounds	Progression Cut
4–16	4	N/A
17–32	4	Top 4
33–64	4	Top 8
65 or more	5	Top 16

END OF MATCH

Each *Star Wars: X-Wing* match ends in one of the following ways:

- **Victory:** One player wins the match.
- **Time:** The game timer runs out. The players finish the current round of the game. After the Cleanup Phase, the player with the most mission points is considered the winner.
- **Draw:** If no player has won, or if both players decide not to play the match for any reason, both players are awarded a draw.
- **Concession:** One player voluntarily concedes the match. The conceding player receives a loss and earns 0 mission points and their opponent receives a win and earns 20 mission points.

CALCULATING MISSION POINTS

Mission points determine who wins a game. When a game ends, each player calculates their mission points by adding together the squad point total of their opponent's destroyed ships and adding that total to any mission points they earned from the scenario and their opponent's deficit.

EVENT POINTS

Players earn event points at the end of each round as follows:

- Win – 3 points
- Loss – 0 points
- Draw – 1 point

At the end of an event, the player with the most event points wins the event.

TIEBREAKERS

If two or more players have the same number of event 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.

- **Strength of Schedule:** A player's Strength of Schedule is calculated by dividing each opponent's total event 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 score 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.

- **Combined Mission Points:** The player with the most mission points across the event is ranked above all other players with the same number of event points. The player with the second most mission points across the event is ranked second among those players, and so on. A player's combined mission points is the sum of their earned mission points during each round of the event, so far.
- **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.

PLAY SPACE

EOs are responsible for supplying game mats or other suitable play spaces for events they run.

MARSHALS

EOs should have at least one marshal on hand at every Hotshot event that they run. The marshal can be the EO or someone designated by the EO. At Hotshot events, a marshal cannot participate in the event as a player. A marshal should have a firm understanding of the rules of *Star Wars: X-Wing* and be familiar with the most recent errata and rulings. Their job during the event is to keep games moving and resolve players' issues that arise during game play. A marshal's ruling is final, even if it is found later to be incorrect.

Marshals are also responsible for issuing warnings to players and determining if a player should be ejected from the event. Marshals should issue warnings to players not following one or more of the sportsmanship rules listed above. Marshals should also warn any player attempting to abuse margin of error or the open information state of the game or for failing to maintain a clean and clear game state.

Marshals should immediately eject a player from the event if they believe it is necessary. Here are some examples that could result in immediate ejection from the event:

- A player has become upset and threatens or becomes violent toward their opponent, a spectator, or any other person.
- A marshal has reason to believe a player is intentionally cheating.
- A player has received three or more warnings during the event.

Head Marshals

At large events, the EO should specify a head marshal in addition to one or more regular marshals. If a player is unhappy with the ruling of a marshal, they may appeal the ruling to the head marshal. The head marshal will then make the final ruling and may overrule a regular marshal.

VARIATIONS

FANGS OUT

Fangs Out is a variant event format that follows all of the same rules as a Hotshot event, with the following changes:

EVENT ROUND TIMES

Each event round of *Star Wars: X-Wing* is a variable length, giving players a certain amount of time to complete their games. The EO should start the timer for an event round after most players have found their seats and begun to set up. The EO should never tell players the remaining time in the round. If a game has not concluded when the time for an event round runs out, the players finish the current game round and calculate their scores. The base round time is 60 minutes. To create a variable game length, roll 1 attack die and 3 defense dice. If the attack die result is a ✨ or ✨, add minutes to the round timer equal to the number of 🌀 and 🌀 rolled on the defense dice. If the attack roll is a blank, remove minutes from the round timer equal to the number of 🌀 and 🌀 rolled on the defense dice. If the attack die is a 🌀, do not add or remove any time from the round timer.

Games end either after twelve rounds of play or when the round timer runs out, whichever occurs first.

TIMED PLANNING PHASE

Each pair of players is assigned a timer at the start of every event round. During the Planning Phase of each game round, the timer is set for 2 minutes and started before either player begins setting their maneuver dials. At the end of 2 minutes, the Planning Phase ends. Any ship that has not been assigned a maneuver dial at the end of the Planning Phase performs a Stress Maneuver during its activation and then must skip its Perform Action step. A Stress Maneuver is a white (2↑) maneuver.

