STAR WARS

IMPERIAL ASSAULT

OFFICIAL SKIRMISH TOURNAMENT RULES

VERSION 2.0 / UPDATED 12.21.15

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

All tournaments supported by the Organized Play program for *Imperial Assault* skirmish, sponsored by Fantasy Flight Games ("FFG") and its international partners, follow the rules provided herein.

The beginning of this document provides tiers of tournament play and details of the *Imperial Assault* skirmish tournament structure. Following are the army building rules to be used in conjunction with the *Imperial Assault* Skirmish Guide. At the end of the document are rules on conduct and components legal in tournament play.

All *Imperial Assault* tournaments must be run as skirmish events.

RULES AND INTERPRETATIONS

Sanctioned tournaments are played using the rules provided in the *Imperial Assault* core game rulebooks and Skirmish Guide, which may be downloaded from the *Imperial Assault* Support page at any time. If there is a contradiction between one of the rulebooks and the Skirmish Guide, the Skirmish Guide takes precedence.

The most up-to-date and appropriate rulings for components can be found in the most recent FAQ available on the *Imperial Assault* Support page. During a competition, players must refer to the 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 head judge is the final authority for all card interpretations during a tournament and may overrule the FAQ when a mistake or error is discovered.

TIERS OF TOURNAMENT PLAY

Fantasy Flight Games' Organized Play tournaments 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 an *Imperial Assault* 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 in different countries.

CASUAL

Casual events emphasize 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, etc.

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 *Imperial Assault* rules. Players can come to these events expecting a consistent experience from store to store. This tier includes Store Championships and one-off FFG-sanctioned events.

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.

TOURNAMENT STRUCTURE

Skirmish tournaments for *Imperial Assault* are held in a series of 55-minute tournament rounds, plus an additional 10 minutes for map and mission setup. If a round reaches the time limit and players are still playing, they finish the current game round before ending the game.

Each tournament round, players score tournament points based on the result of their game. After a predetermined number of tournament rounds (see "Round Structure" on page 3), the top point-scorer is the winner of the tournament unless there are elimination rounds scheduled (see "Elimination Rounds" on page 3).

TOURNAMENT SETUP

Before the tournament begins, the TO must set up tables suitable for tournament play. Each table must contain a 3' by 3' square play area for players to set up the skirmish map and place their Deployment cards and game components. The TO should assign each table a number for the purpose of seating.

SKIRMISH SETUP PROCEDURE

The following steps must be performed before the TO officially announces the start of a tournament round:

1. The TO determines what mission all players will use for the round. To do this, the TO draws a Mission card at random from the legal missions for the tournament (see "Legal Maps and Missions" on page 5) using the rules in the *Imperial Assault* Skirmish Guide. Once the TO selects a mission, he or she removes that Mission card so that the same mission cannot be chosen a second time during Swiss rounds of the tournament. For larger tournaments, it may be necessary to repeat missions during elimination rounds.

2. Each player reveals their Deployment cards and assigns ID tokens to each deployment group. Players do not reveal the cards of their Command deck.

3. Players determine initiative using the rules from the *Imperial Assault* Skirmish Guide. The player with initiative is responsible for providing the components needed to set up the selected Skirmish Mission map.

4. Players refer to the skirmish mission diagram that matches the Mission card selected for the round. Players use this diagram to build the map.

5. The player with initiative chooses one of the deployment zones and deploys all of his or her figures in that zone. Then the other player deploys all of his or her figures in the opposing deployment zone.

6. Each player shuffles their Command deck and presents it to their opponent. The opponent may shuffle and cut the deck if desired. Then each player draws three cards from their Command deck.

After completing setup, players must wait until the judge announces the start of the round to begin playing.

END OF MATCH

A skirmish match ends in one of the following ways:

- As soon as one player has accumulated 40 victory points (VPs) from defeating figures, card effects, and mission effects. The player with the most VPs earns a win and their opponent receives a loss.

- If all of a player's figures are defeated. The player with at least one figure remaining earns a win and their opponent receives a loss, regardless of VPs earned.

- After completing the Status Phase of the current round, if time has been called. (Players finish the round if the time limit is reached mid-round.) Each player then calculates their total VPs from defeating figures, mission effects, and card effects. The player with the most VPs earns a win and their opponent receives a loss.

- A player voluntarily concedes defeat at any point during the match. The player who concedes receives a loss and his or her opponent receives a win.

In the rare situation that both players have the same number of VPs at the end of the game, the player with the most VPs from defeating hostile figures wins the game. If the result is still a tie, each player counts the number of damage tokens on his or her remaining figures. Then, each player adds the Health values of any defeated figures corresponding to Deployment cards still in his or her play area. The player with the lowest total damage tokens and Health wins. If players are still tied, the game is a draw.

SCORING

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

- Win = 3 tournament points
- Draw = 1 tournament point
- 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 elimination rounds.

TIEBREAKERS

If players have the same number of tournament points, the tie is broken based upon strength of schedule. The player with the higher strength of schedule wins the tie and is ranked above all others with the same number of tournament points. Strength of schedule can easily be calculated by adding the total tournament points of a player's opponents.

If players are still tied after strength of schedule, the tie is broken based upon extended strength of schedule. To find a player's extended strength of schedule, take the strength of schedule for each of the player's opponents and add them together. The player with the highest extended strength of schedule wins the tie and is ranked above all others with the same number of tournament points.

If players are still tied after extended strength of schedule, players are sorted randomly.

Tournament Software Strength of Schedule

FFG's tournament software, TOME, is currently in beta and accessible to some tournament organizers. This software uses a different strength of schedule calculation than what is outlined in this document. We have made this change to improve the tournament experience for players and more accurately represent each player's actual standing in the tournament.

TOME calculates a player's strength of schedule by dividing each opponent's score by the number of rounds the opponent has played, then adding the results of all opponents played by that player. The software then divides that total by the number of rounds the player has played to find a player's strength of schedule.

Tournament organizers using TOME should communicate that use to players before the tournament starts so that players are aware of the different strength of schedule.

PAIRINGS

Swiss pairings are used for *Imperial Assault* skirmish tournaments. For the first round, players are paired at random. For casual-level events, players may request the TO to not match them against family partners or travel partners, if possible, for the first round.

For each round after the first, players are paired at random against another player with the same number of tournament points. If there is an odd number of players with the same number of tournament points, one player is paired against a random player from the group with the next most number of tournament points. If there is an odd number of players in the tournament, the lowest ranked player receives a bye (see "Byes" below).

The tournament organizer should make sure no two players are paired against one another more than once before the end of the tournament or beginning of elimination rounds, whichever comes first. If two players have played each other, the TO instead pairs them with a different player he or she has not played who has the same number of tournament points.

Pairing example: Entering the fifth round, Mike, Gideon, and Ally all have 9 tournament points. Mike plays Gideon, and Ally plays the next highest-ranked player: Sara, who has the highest strength of schedule of players with 6 tournament points. Mike and Ally both win their games and now have 12 tournament points. However, since they played each other in round 2, they cannot play again. For round six, Mike must play the next highest-ranked player that he has not already played. This ends up being Sara.

BYES

Occasionally, tournaments involve an odd number of competitors, resulting in one competitor having no opponent for a round and immediately being transferred to the following round. This is called "getting a bye." The player who receives a bye is determined randomly in the first round. In later rounds, the bye is given to the player with the fewest tournament points. In the case of multiple players with the fewest number of tournament points, the player with the lowest strength of schedule receives the bye. If players are still tied, the bye is given to one of those players at random.

When a player receives a bye, he or she receives a win and no addition to his or her strength of schedule for the round.

MIRROR MATCHES

A mirror match is a match between two players who are using the same faction. Tournament seeding does not favor matches between different factions, so mirror matches will occur. If players using the same faction are paired for a match, all normal game rules apply; each player may field cards with unique names even if his or her opponent is using a card with the same unique name.

To facilitate a mirror match, each player is required to differentiate their figures from those of their opponent, including figures with unique names. Players may do this in a number of ways; using the stickers and tokens provided in the *Imperial Assault* core game, marking each deployment group with tokens, or painting figures are all acceptable methods.

ROUND STRUCTURE

The length and structure of a tournament is determined by the number of players. For casual tournaments, tournament organizers may choose a number of rounds they feel best fits the needs of the tournament and players

The suggested number of Swiss rounds for a competitive-level *Imperial Assault* skirmish tournament are outlined below. Competitive and premier tournaments must have at least 4 players.

Number of Players	Number of Rounds
4-8	3
9-24	4
25–44	5
45–148	6
149 and Above	7

The suggested cut for elimination rounds for a competitive-level *Imperial Assault* skirmish tournament are outlined below.

Number of Players	Cut
4-16	No Cut
17-40	Top 4
41-76	Top 8
77 and Above	Top 16

ELIMINATION ROUNDS

In larger tournaments, the TO will "make a cut" after a predetermined number of rounds (see the "Round Structure" tables above). To determine which players make a cut all players are ordered by tournament points from highest to lowest. If players are tied, all players with the same number of tournament points are ordered by strength of schedule from highest to lowest. The top players then begin single-elimination rounds, and all other players are finished playing in the tournament.

The seeding for elimination rounds is determined by a player's ranking in the Swiss rounds; the player ranked highest will play the lowest ranked player who made the cut, the second-highest player will play the second-lowest player, and so on. Once seeded, the bracket for the elimination rounds is set and not reseeded each round. When a player loses, he or she is eliminated from the tournament. When only one player remains, he or she is the tournament champion. If a game ends in a draw during elimination rounds, the player with initiative wins the game. The final game of elimination rounds is untimed.

The TO must announce if there will be elimination rounds and what size the cut will be before the start of the tournament.

ARMY BUILDING

Each player must bring one army to an *Imperial Assault* tournament. Each player's army must follow the army building rules found in the *Imperial Assault* Skirmish Guide and consist solely of official *Imperial Assault* figures. Proxies cannot be used.

An *Imperial Assault* army consists of figures with their corresponding Deployment cards, any Skirmish Upgrade cards, and a 15-card Command deck. The total cost for all of a player's Deployment and Skirmish Upgrade cards cannot exceed 40 points. Each Command deck must contain exactly 15 cards, and the total cost of a player's Command cards cannot exceed 15 points.

Each player must submit an army list detailing all Deployment, Skirmish Upgrade, and Command cards to the tournament organizer before the start of the tournament. Players must use that army for the duration of the tournament. For casual-level tournaments, players do not need to submit an army list, but they cannot change their army in the middle of the tournament.

Each player must bring all components needed for their army and games. This includes (but is not limited to) Deployment cards and corresponding figures, Command cards, dice, tokens and counters, and all map tiles and Mission cards for any legal skirmish missions. The TO is not expected to supply any game components to players.

COMPONENT MODIFICATIONS

During tournament play, each player is required to use the components included in official *Imperial Assault* products (see "Legal Products" on page 5). The head judge is the final authority on any component's eligibility in the tournament. If a component is ruled ineligible and the player cannot locate a replacement for it, that player is disqualified from the tournament.

It is possible for a player to have multiple identical Deployment cards in his or her army. To avoid confusion that player must identify each figure with its deployment group. This can be done with a token, sticker, or any other form of marking.

Players are welcome and encouraged to personalize their Skirmish army according to the following rules:

- Players can use the included ID stickers and tokens, included in the *Imperial Assault* core game, by applying matching stickers to each figure in a group and placing the corresponding token on that group's Deployment card.

- Players may paint their *Imperial Assault* figures.

- Deployment and Mission cards must remain unaltered, though they may be sleeved for protection. Command cards must be sleeved, and their sleeves must be identical and unaltered.

- Players may mark other *Imperial Assault* components such as map tiles, tokens, etc to indicate ownership, but cannot otherwise alter them in any way.

CONDUCT

Players, judges, and all other tournament participants are expected to act in a respectful and professional manner during a tournament.

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, inappropriate behavior, treating an opponent with a lack of courtesy or respect, etc. Collusion among players to manipulate scoring is expressly forbidden.

The head judge, at his or her sole discretion, may remove players from the tournament for unsportsmanlike conduct.

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 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.

JUDGE PARTICIPATION

The judge may participate in a casual- or competitive-level tournament for which he or she is responsible only if there is a second judge present. The second judge must be announced at the beginning of the tournament and is responsible for all rulings for games in which the first judge is playing. If two judges play one another, the head judge is responsible for any rulings during the game.

During a premier-level tournament, judges and tournament organizers cannot participate. Judges and tournament organizers for premier tournaments are expected to commit their full attention to judging and organizing the event.

LEGAL PRODUCTS

Only official *Imperial Assault* components are legal for use in tournament play. Proxies of cards and figures cannot be used. Players cannot use the figure tokens provided in the *Imperial Assault* core game in sanctioned tournaments. Third-party tokens and counters may be allowed at the head judge's discretion. If the *Star Wars™* Dice App is used, the app must be displayed in full view of both players at all times.

In North America, *Imperial Assault* products are legal upon their release. Players outside of North America should check with their TO to determine which products are tournament legal.

Fantasy Flight Games can distribute *Imperial Assault* only in certain territories. As a result, FFG does not support tournaments in territories where *Imperial Assault* is not sold.

LEGAL MAPS AND MISSIONS

Starting January 1st, the legal maps, and their accompanying missions, for the season are: Kuat Space Yards, Training Ground, and Mos Eisley Cantina. All competitive and premier tournaments must use these maps and missions unless otherwise specified by Fantasy Flight Games.

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

www.FantasyFlightGames.com