

ARMADA™

ARMADA TOURNAMENT REGULATIONS

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Tournaments supported by the Organized Play (“OP”) program for *Star Wars*™: Armada, sponsored by Atomic Mass Games (“AMG”) and its international partners, follow the rules provided in this document.

INTRODUCTION

A tournament is a competition between *Star Wars*: Armada 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 most recent *Star Wars*: Armada Rules Reference and FAQ. 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 fleet building rules that mandate a 400-point maximum for fleets.

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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 their duties, they are 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, they are a spectator and should communicate this change in status clearly.

When a judge is observing a game or an issue is brought to their 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 *Star Wars: Armada* at the event. A player must bring all components they need to play a game of *Star Wars: Armada*. When a player is not actively engaged in a game of *Star Wars: Armada*, they are a spectator.

SPECTATOR

A spectator is any individual physically 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, they may bring it to the attention of a leader.

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. All card interpretations during a tournament are a marshal's responsibility, and they may overrule the FAQ when a mistake or error is discovered.

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 their sole discretion, may remove players from the tournament for unsporting 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 6' 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 6' 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 fleet 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 *Star Wars: Armada* Core Set Rules Reference, *Star Wars: Armada* FAQ, *Star Wars: Armada* Tournament Regulations (this document), any Event Outline relevant to the event, and any Event Outline or other document relevant to the event.

PLAYER MATERIALS

Players are responsible for bringing all the game components they need to play a game of *Star Wars: Armada*. This includes all ship and squadron miniatures, bases, pegs, ship cards, squadron cards, ship tokens, obstacles, upgrade cards, objective cards, and tokens. In addition, they must bring a damage deck, sufficient dice for attack rolls, a maneuver tool, and a range ruler. When a fleet list is required, players should bring a completed list or arrive at the venue early to fill one out.

FLEET BUILDING

Each player must build one fleet to use in a tournament. A fleet cannot exceed 400 points, though it may contain fewer than 400 points. A player's fleet may only contain ships and squadrons from a single faction. A player's fleet cannot contain more than 134 points worth of squadrons. A player's fleet cannot contain more than two flotillas. A player's fleet must also include a single commander and one objective card from each non-campaign category.

Players must use the same fleet for the duration of the tournament.

FLEET LISTS

Some events require players to submit a fleet list, including their name, ships and squadrons in their fleet, all associated upgrade cards, their commander card, and total fleet points to the organizer before the start of the tournament.

If a player uses a ship, squadron, or upgrade card with the same name as a different component available, they must uniquely identify that card. This can be done by including the full name of the product in which the card appeared or the card type (if there are not two cards with the same name of the same card type) 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 Darth Vader in their fleet, using the Darth Vader squadron card. This does not uniquely identify the card, as there are multiple cards that have the name Darth Vader. Veronica writes "Darth Vader (Squadron)" on their fleet list to make it clear they are using the squadron version of Darth Vader.*

If a leader discovers a player's fleet list is missing appropriate information, they should find that player immediately and update the fleet 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.

SHARING COMPONENTS

Before or during a tournament round, any player may request that a single range ruler, maneuver tool, and/or set of dice be shared for the duration of the round. Any decisions are subject to review by a marshal.

The marshal may mandate that players must share a single range ruler, maneuver tool, and/or set of dice during a round.

COMPONENT MODIFICATIONS

During tournament play, each player is required to use the components included in official *Star Wars: Armada* 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 their fleet— and its corresponding ship card—with a token, a sticker, or some other form of marking.

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

Players may paint their ship miniatures. They cannot modify a ship miniature in any way that would create confusion about which ship the miniature represents. Players cannot modify ship or squadron bases to alter their size or shape. They may add weight to a ship or squadron base if it does not alter the shape of the base. Ship fins or pegs (including the connecting pegs affixed to ship miniatures) 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, speed dials, and their command dials to indicate ownership, as long as the function of the component is not compromised. Players may mark obstacles 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 miniatures in play could potentially touch causing conflict with movement or placement of ships (e.g. two *Imperial-class Star Destroyer* ships are placed with their miniatures touching), players must remove one of the miniatures and place it on its ship card until the ship miniatures are no longer in danger of touching. When removing a ship miniature, players should do so without removing the ship fin or peg from the ship base.

LOST AND DAMAGED COMPONENTS

If a player loses a component during a tournament, they have 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, its owner 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 their fleet 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/Squadron Miniature or Connection:** The miniature, in its damaged state, does not impede the progress of play and abides by the rules under “Component Modifications” on page 3. If the miniature does impede play, the player keeps the miniature near the rest of their fleet for the remainder of the tournament.
- ◇ **Damaged Dice, Range Rulers, or Maneuver Tool:** The player keeps the original component near the rest of their fleet and requests to share their 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, obstacle, and objective tokens. 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 may use only official **Star Wars**: Armada components in tournament play, with the following exceptions:

- 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

Determining the legality of any questionable tokens and range rulers is the marshal’s responsibility. Proxies of cards are not allowed unless used under the rules of “Lost and Damaged Components” on page 3. Components can be modified only as described under “Component Modifications” on page 3.

All **Star Wars**: Armada components are legal for Standard Play tournaments—including official promotional cards, tokens, and other components given out at events or tournaments—except the campaign objective cards included in any **Star Wars**: Armada Campaign Expansions.

Custom “setup” templates designed to aid players in ship deployment are not allowed. Players can only use their range rulers to help them set up fleets during deployment.

TOURNAMENT PLAY

This section provides information and considerations for playing a game of **Star Wars**: Armada 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 6’ rectangular play area with clearly delineated edges. Players should have enough space on the table to comfortably place all of the components necessary for their fleet. 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 fleet outside of the 3’ by 6’ play area next to their assigned player edge and define the setup area by placing the setup area markers 1’ from the short edges of the play area.
2. Players reveal all of their ship and squadron components. Players set each shield dial and squadron disk to its maximum shield and hull values. Players also set the activation slider of each squadron to display the blue end of the slider with the  icon. Players assign the appropriate defense tokens to each ship and unique squadron. Players then assign flagship tokens and assign ID tokens to any

duplicates of ships on the same team. If both players are fielding fleets from the same faction, they assign ID tokens to all ships and squadrons. One player must exclusively display the white side of their ID tokens; the other player must display only the black side. Prior to the first round of a tournament, the marshal may mandate that each player manually verify their opponent’s fleet point total.

3. Players determine initiative. The player with the lowest fleet point total decides which player has initiative. If both players are tied with the same fleet point total, players must use a method to determine a player at random, such as flipping the Initiative token. The winner decides who has initiative and places the initiative token next to their edge with the blue side containing the  icon face up. The player with initiative is the first player.
4. The first player looks at all three of their opponent’s objective cards and chooses one to be the objective for the game.
5. One player uses their set of six obstacles found in the core set. The second player chooses one of these tokens and places it into the setup area. Then, the first player chooses one of the remaining tokens and places it into the setup area. The players continue to alternate until all six tokens have been placed. An obstacle must be placed within the setup area and cannot be placed at distance 3 of any edge of the play area or at distance 1 of another obstacle.
6. Starting with the first player, the players take turns

deploying their forces into the setup area. A single deployment turn consists of placing one ship or two squadrons. Players must place all ships within their deployment zone. A player's deployment zone is the portion of setup area that is at distance 1-3 of their edge of the play area. After a ship is placed, they must set the speed dial to a speed available on that ship's speed chart. Squadrons must be placed within distance 1-2 of a friendly ship and within the setup area. Squadrons may be placed outside of deployment zones. If a player has one squadron remaining when they must place two, they cannot place it until the rest of their ships have been placed.

7. 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.
8. The first player sets the round token marked "1" on the active objective card next to the play area and players remove their setup area markers.

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 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 miniature on the Ship card.

Each player's destroyed ships, squadrons, and discarded upgrade cards are open information.

DISCARDED CARDS

When a player is instructed to discard an upgrade card, they flip it facedown instead. Facedown upgrade 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.

MEASURING

Players may place the maneuver tool and adjust it freely during the Determine Course step of executing a maneuver to assist in determining a course. A ship is not committed to a course until the guides of the maneuver tool are inserted into the ship's base.

Players should not abuse this pre-measurement rule to slow the pace of play or interrupt an opponent's activation.

Players may measure distance and/or range while moving squadrons.

A player can only use one tool at a time when measuring range, distance, or movement. A tool is defined as the range ruler, the maneuver tool, or another component such as a token.

If the end of a measured range or distance falls on the border line between two ranges or distances, count the measurement as the closer range or distance. If there is a dispute over a measurement, players may request a judge to rule on the final measurement.

TRACKING GAME ROUNDS

Players are responsible for tracking the number of completed game rounds in their game. To keep track, the second player places a round-tracking token on the active objective card during the status phase. Players may use another method if both players agree.

MARGIN OF ERROR

Ships and squadrons 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 components 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 leader for assistance.

MISSED OPPORTUNITIES

Players are expected to follow the game's rules, 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, they cannot retroactively use it without the consent of their 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. It is all players' responsibility to maintain a proper game state, and to ensure that all mandatory abilities and game steps are acknowledged. 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 *Star Wars: Armada* page of our website, those found in a *Star Wars: Armada* product, or any portion thereof.

TOURNAMENT CONCEPTS

The tournament concepts together create the framework for any **Star Wars**: Armada tournament.

TOURNAMENT ROUND TIMES

Each tournament round of **Star Wars**: Armada 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 7). If the game cannot be concluded in a timely manner, players calculate their scores based on the current game state, at the EO’s discretion.

A tournament round’s length varies depending on the type of round.

- **Swiss Rounds:** 135 minutes each
- **Single Elimination Rounds (except Final):** 135 minutes each
- **Final Single Elimination Round:** 180 minutes

PAIRINGS

Each tournament round, players are paired with an opponent, against whom they play a game of **Star Wars**: Armada. 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 worth 8 tournament points and a Margin of Victory of 140 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, they can notify the organizer of their intent. The organizer will avoid pairing them in future rounds by dropping them from the tournament. Players are also 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 another reason.

SWISS ROUNDS

Most **Star Wars**: Armada tournaments use a Swiss pairing system that awards tournament points to players based on their results at the end of each round. 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 the most tournament points unless there are single elimination rounds (see “Single Elimination Rounds” on page 7).

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, they receive a win worth 8 tournament points and a Margin of Victory of 140 (see “Margin of Victory” on page 7).

Pairing example: *Destiny, John, and Stella all have 15 tournament points, the most out of any player in the tournament. Kyle is the next highest-ranked player and the only player with 13 tournament points. Destiny has already played John and so John is paired against Stella. Because there are no other players with 15 tournament points, Destiny is paired against Kyle.*

PROGRESSION CUT

Many **Star Wars**: Armada 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 2 or 4 players. There are additional types of progression cuts detailed in the Fundamental Event Document, found on the **Star Wars**: Armada page of the AMG 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 second place and makes the top 4 cut but has a family emergency come up before the single elimination rounds begin. Steven informs the organizer that they must leave the tournament and then departs. The organizer immediately calls over the fifth place player, Eve, and informs them that they may play in the top 4 due to someone leaving. They accept and are entered into the top 4 as fourth place. The former fourth place player moves to third place, and the former third place player moves to Steven’s spot at second place. Then the organizer pairs all four players based on these new rankings.*

SINGLE ELIMINATION ROUNDS

Some *Star Wars*: Armada 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 2 or 4 players and continue until only one player remains and is named the winner.

For the first round of single elimination that 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 that are not flotillas are destroyed. The player with at least one ship remaining earns a win and the opposing player receives a loss.
- ♦ **Mutual Destruction:** At the end of a game round, all of both players' ships that are not flotillas are destroyed. The second player is the winner, but their Margin of Victory is 0.
- ♦ **Six Rounds Pass:** Players finish the sixth game round. The player with the higher score earns a win and the opposing player receives a loss. If both players have the same score, the second player is the winner, but their Margin of Victory is 0.
- ♦ **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 higher score earns a win and the opposing player receives a loss. If both players have the same score, the second player is the winner, but their Margin of Victory is 0.
- ♦ **Concession:** A player voluntarily concedes defeat at any point during the game. The conceding player receives a loss worth 0 tournament points and a Margin of Victory of 0. If their opponent has a Margin of Victory of 140 points or more, the opponent receives tournament points and a Margin of Victory as outlined in "Tournament Points" on page 7. Otherwise, the opponent receives 8 tournament points and a Margin of Victory of 140.

Going to time example: *Sal and Elaine are in the middle of the Ship Phase when the round time limit is reached. They finish the game round through the Status Phase, and then add up their scores. Elaine destroyed 177 points of Sal's fleet, while Sal destroyed 49 points of Elaine's fleet. Elaine has the higher score, so they receive a win, 7 tournament points, and a Margin of Victory of 128. Sal receives a loss, 4 tournament points, and a Margin of Victory of 0.*

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 fleet point value of their opponent's destroyed ships—including upgrade cards equipped to those ships—their opponent's destroyed squadrons, and any additional points earned through objectives.

If a player destroys all of their opponent's ships that are not flotillas, the opponent's fleet is worth at least 400 fleet points for the purposes of calculating score, even if the total ship, squadron, and upgrade cards are worth fewer fleet points.

If a player concedes the game, that player receives 0 tournament points and a Margin of Victory of 0. If their opponent has a Margin of Victory of 140 points or more, the opponent receives tournament points and a Margin of Victory as outlined in "Tournament Points" on page 7. Otherwise, their opponent receives 8 tournament points and a Margin of Victory of 140.

If two players have exactly the same score or both players' fleets are destroyed in the same game round, the second player is the winner, but their Margin of Victory is 0.

MARGIN OF VICTORY

At the end of each game, after each player has calculated their final score, the winning player subtracts the loser's score from their score. This is the winner's Margin of Victory ("MoV") for the round. If this would result in a negative number, the winner's Margin of Victory is 0. If this would result in a number larger than 400, the winner's Margin of Victory is 400. The losing player receives a Margin of Victory of 0.

If both players destroy their opponent's fleet, each player receives a Margin of Victory of 0.

When a player receives a bye, they receive a Margin of Victory of 140.

End of game example: *Cara wins the game, destroying their opponent's entire fleet (400 fleet points). Cara's opponent, Bradley, has destroyed 150 points of Cara's ships and earned 75 points from the objective Intel Sweeps for a final score of 225. Cara wins by 175 points and earns 8 tournament points and a Margin of Victory of 175. Bradley earns 3 points and receives a Margin of Victory of 0.*

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, them

are instead used to determine who makes the cut to elimination rounds. Players earn tournament points at the end of each round as follows:

MARGIN OF VICTORY	WIN	LOSS
0-59	6	5
60-139	7	4
140-219	8	3
220-299	9	2
300-400	10	1

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 in the group not yet ranked. 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 *Star Wars: Armada* tournaments must use one of the following three types.

BASIC STRUCTURE

The basic tournament structure is designed to be very accessible. 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
4-32	3	NO CUT
33-48	4	NO CUT
48 AND ABOVE	6	NO CUT

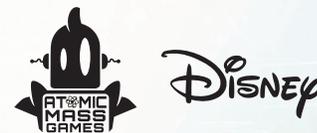
ADVANCED STRUCTURE

The Advanced tournament 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
9-28	3	NO CUT
29-44	4	TOP 2
45-90	5	TOP 2
91 AND ABOVE	5	TOP 4

CUSTOM STRUCTURE

The Custom tournament 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.



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