



Presents

# NEVER TELL ME THE ODDS

A Formal X-Wing Miniatures Event

On the pages that follow you'll find details of how this tournament will work. Read them carefully, even if you're a tournament veteran, as there are a number of differences to regular tournament events.

## Welcome to Never Tell Me The Odds!

Never Tell me the Odds is the featured event for X-Wing Miniatures at the 2017 SHD. This event is a Single day event designed to allow the X-Wing community to play and show off the game to other tabletop enthusiasts.

### Venue and Cost

Never Tell me the Odds is taking place at the 2017 SHD – being held at Ascot Race Course, 71 Grandstand Road, Perth, Western Australia. Never Tell me the Odds takes place on day 3 on Monday the 25<sup>th</sup> of September 2017.

### TOURNAMENT STRUCTURE

You will participate in a series of games, each against a different opponent. All games are to be played using the most recent X-Wing Miniatures rules. You will have no more than **One and a Half Hours per game**.

During the game, each player will be given a results scorecard. Once you've finished your game, you must fill in the card and then hand it in at the front desk. Your results will then be entered into the tournament database.

### ABOUT THIS RULES PACK

This pack contains the full tournament rules for this event. All of the rules conventions and references are from X-Wing miniatures official game publications. All competitors should be aware that where any rules interpretation is required, the Referee's decision will be final. Any updates or clarifications to the event will be published on the Objective Secured Facebook page and Event page.

### CONTACTS

If you have any questions about the event, then either e-mail: [obsec@optusnet.com.au](mailto:obsec@optusnet.com.au) or post your questions on the Facebook Event page and we will endeavour to respond as quickly as possible. Please also get in touch with us after the event and tell us what you thought!

## Monday 25<sup>th</sup> September 2017

8am	Doors Open
8.30am	Registration
9am	Game 1 Starts
10.30am	Game 1 Ends
11am	Game 2 Starts
12.30pm	Game 2 Ends
1.30pm	Game 3 Starts
3pm	Game 3 Ends
3.30pm	Game 4 Starts
5pm	Game 4 Ends
5.30pm	Awards

### REMEMBER!

Remember to bring any gaming material you require to play XXX including:

- Your painted army
- At least 2 copies of your army roster
- This Player Guide
- Rulebooks, Codex, dataslates as needed
- Relevant FAQ documents
- Pens and a notepad/paper
- Dice (Including special ones)
- Templates & Tape measure
- Calculator
- Super glue (for emergency repairs)
- Spending money for food and drinks

## WEEKEND INFO

### What to do in case of an emergency:

If for some reason you experience last minute complications (such as falling ill or missing a bus) that will result in you being late or unable to come, please call the organizers as soon as you are able. We will do our best to accommodate you, but be aware that due to the tight schedule we are running it may not always be possible.

### EMERGENCY CONTACT:

0403 268 714

## SPECTATORS

The event will be open for any spectators who have paid entry to the SHD to come along and check the event. The day can be tough going however, so we will be respecting this and doing our best to ensure that there are no interruptions for the players from the general public.

Spectators (including players watching other games) must not touch anything on a table where a game is in progress, and are not to distract or offer any advice or rules commentary at all. This includes helping to settle disputes. They must also keep a respectful distance from the table edge to allow the players room to move around. Anyone failing to follow these guidelines will receive a warning, and then will be asked to leave the room if they fail to comply.

## MOBILE PHONES

Pausing during gameplay to answer a call or an SMS can be annoying for your opponent. We request that all mobile phones be put on silent whilst games are in progress where possible.

## The Bye

While unlikely, in the event of a Bye round, this will be allocated to the player with the lowest Generalship points (randomly in game 1). No player will be asked to have more than 1 Bye Round.

# ARMY ROSTER

ARMY LISTS SUBMITTED TO

[obsec@optusnet.com.au](mailto:obsec@optusnet.com.au)

When submitting your roster, make sure you include:

- All pages of the roster itself
- Notarised break up of points values

You will require a copy of the roster for each of your opponents and a copy for yourself that you should keep with you when you are playing. All copies of the roster must include all of the models in your army, their points value, the points value of any equipment, and must specify which models are carrying any relics or similar that you decide to take. Please put your full name on all copies of the list.

Though the judges will be scrutinizing rosters closely and informing players of any inconsistencies in their lists before the event, we take **no** responsibility for any errors that escape our initial notice – so please make absolutely certain that the roster you hand in is correct and conforms exactly to the army you will be using.

Double-check your calculations. Make sure that every item of equipment shown on the models in your army has been paid for (remember “what you see is what you get”). If you make a mistake and it is detected during the tournament you will lose points, even if the mistake was an honest one.

# ARMY SELECTION

## Squad Building

Each player must build one squad to use in a tournament. A squad cannot exceed 100 points, though it may contain fewer than 100 points. 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.

Each player must include exactly three unique obstacle tokens of their choice in their squad. Players must select these obstacles from the twelve asteroids included in the two core sets and the six debris clouds included in the *YT-2400* and *VT-49 Decimator* expansion packs. A player may not select two of the same asteroid or debris cloud.

Players must use the same squad, damage deck, and obstacles for the duration of the tournament.

## Squad Lists

Players are required to submit a squad list, including their name, ships in their squad, all associated Upgrade cards, total squad points, damage deck, and obstacles to the organizer before the start of the tournament. If a player uses a ship or upgrade card with the same name as a different component available, he or she must uniquely identify that card by including the full name of the core set or expansion product in which the card appeared in parenthesis.

## Multiple Faction Ships

All pilot cards and ship tokens in a player's squad must belong to the same faction. If a player's ship has different versions in more than one faction, he or she may use any version of that ship's model and dial in his or her squad but must use the appropriate pilot card and ship tokens from the chosen faction.

## Sharing Components

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

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

## Component Modifications

During tournament play, each player is required to use the components included in official *XWing* products. 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 his or her squad—and its corresponding Ship card—with a token, a sticker, or any other form of marking.

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

- Players may paint their ship models. They cannot modify a ship model in any way that would create confusion about which ship the model represents.
- Players cannot modify ship bases to alter their size or shape. Weight may be added to a ship base if it does not alter the shape of the base. Ship pegs (including the connecting pegs affixed to ship models) 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 and their manoeuvre dials to indicate ownership as long as the function of the component is not compromised. However, players should be careful not to mark the backs of their cardboard manoeuvre dials in any way that may indicate to their opponents what manoeuvres they have selected.
- Players may mark their asteroids, debris fields, and bomb tokens 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 models in play could potentially touch causing conflict with movement or placement of ships (e.g. two *Millennium Falcon* ships are placed with their bases touching), players must adjust the number of plastic pegs to increase or decrease height until the ship models are not touching.

## EVENT FORMAT

The tournament will consist of 4 games played over a single day. Round 1 will be randomly allocated while rounds 2 through to round 4 will see players matched against opponents who have generated similar scores in the Generalship category thus far in the event.

## TIME KEEPING

Players will have 1 and a half hours per round to complete their games, including setup time. Part of the challenge of the tournament is making tactical decisions under pressure, so games should be played at a reasonably quick pace. Don't wait until it's your turn to consider your next moves!

## TABLES

**Games are played on a 3x3 size table.**

## SCORING

A player's score helps determine who won the game in certain circumstances and is used to calculate Margin of Victory. Each player 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 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. If a player destroys all of his or her opponent's ships, the opponent's squad is worth 100 squad points for the purposes of calculating score, even if the total Ship and Upgrade cards are worth fewer squad points. If a player concedes the game, all of his or her remaining ships are destroyed before calculating each player's score.

### Final Salvo

If both players 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 adds together the printed, unmodified primary weapon value of his or her remaining, undestroyed ships and rolls attack dice equal to that number. The player who rolls the highest total number of combined hits and critical hits wins the game. If both players 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 adds together the printed, unmodified primary weapon value of all ships in his or her squad and rolls attack dice equal to that number.

## SPORTSMANSHIP

Players are to speak in English only and are expected to conduct themselves with proper decorum. As such, should a player be judged to be behaving inappropriately during the event, they will be initially banned from the gaming room for the remainder of the current round and will forfeit their game as a result with the maximum points going to their opponent.

Should a player be asked to leave twice, they will forfeit the remainder of the games, will be asked to not return and will be banned from future Objective Secured events.

If you have concerns about a player during or after a game – please notify a referee.

## REFEREES

During each round, the event referees will be doing the rounds so ensure that games are progressing smoothly and will be available should help be needed. Remember though, that your first point of call for any question should be the rulebook, relevant army book, Q&A / errata document or this pack.

If you really need a referee to sort out a rules question, then you are free to call one over, and our referees may intervene if they see an argument brewing.

The referee's decision will be final and no discussion will be entered into during the event.

# WINNING NTMTO

## GENERALSHIP

### *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. Players earn tournament points as follows:

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

### **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 100. This number is that player's Margin of Victory ("MoV"). The player who has destroyed fewer squad points subtracts the same amount from 100 to determine his or her Margin of Victory.

If both players have an identical score, each player receives a Margin of Victory of 100.

When a player receives a bye, he or she receives a Margin of Victory of 150.

### **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 with the same number of tournament points. 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.

# AWARDS

During the closing ceremony of the days play, we will be presenting X major awards, as well as runners up and several minor awards. The major categories are:

- **Fighter Ace (Generalship)**
- **Royal Guard (Best Imperial)**
- **Red 5 (Best Rebel)**
- **Mandalorian (Best Scum)**

Players will only be eligible for a single award each with priority given to as above.

# RESULTS

Event results will be available to players on the Objective Secured website and Facebook Page shortly afterwards with the event coverage.

## *Game Setup*

The following steps must be performed before players can begin their game each tournament round.

1. Each player places their squad outside of the 3' 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 team. 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. Prior to the first round of a tournament, the marshal may mandate that each player manually verify their opponent's squad point total.
3. 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.
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 flipping a coin. The winner decides who has initiative.
5. Each player places their three unique asteroids and/or debris cloud tokens next to the play area to form a pool of six obstacles. The player with initiative chooses one of these obstacles and places it into the play area. Then, the other player chooses one of the remaining obstacles and places it into the play area. The players continue to alternate until all six obstacles have been placed. An obstacle cannot be placed at Range 1-2 of any edge of the play area or at Range 1 of another obstacle.
6. Players place their ships in ascending order of pilot skill as per standard *X-Wing* rules. 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.
7. Players activate shields and prepare any special components they may need. 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.