



## X-Wing - Italian Team Championship

INFOPACK V3 – 2018/2019

## Rules for each event

### Lists and applications

Each team will be formed by 5 players, one for each of the factions that will be soon available for X-Wing 2.0 (Rebels, Empire, Scum, Resistance, First Order). In the future, with the introduction of two more factions (Republic, Separatists), the format could change.

Each team will have a 200 points-squad for each faction (Extended Format). The lists must be sent to the organizers within the 21<sup>st</sup> of January 2019, 18.00. No unique pilots or upgrade cards can be used in more than one squad. Each upgrade card should be indicated clearly, as well as the total points for each squad (and, if possible, for each ship).

Lists will be made public within the 22<sup>nd</sup> of January and no further changes will be allowed (except maybe for minor corrections).

Each team can have an extra member as 'non playing captain'/coach (NPC), who will be allowed to:

- give general advices to his teammates during the matches (for example suggesting a more offensive/defensive approach, give updates on the points destroyed/win conditions, or on the time remaining for the match, etc.);
- give updates on the other matches of the team;
- discuss with the captain/coach of the opponent team about rules arguments BEFORE calling the Judge;
- replace one of his teammates if necessary, obviously maintaining the same list.

As a general rule, he will be the only team member allowed to move between the tables and to talk with his teammates.

If a team doesn't have a NPC, a 'playing captain' (PC) must be indicated, with the same role and prerogatives of a NPC.

In the lists communication the names of each player and the captain (PC or NPC) must be indicated near the corresponding list. Team members can be replaced before the tournament but please notify the organizers; team members can be replaced even during the tournament if necessary, with the NPC or with mercenary players if available. Anyway, the lists can't be modified for any reason.

### Tournament format

The tournament will be an 8-round-Swiss with no cut.

First pairing will be casual, avoiding if possible games between members of the same squadron/from the same region, then following the ranking as usual (Tournament Points, then Victory Points, then Margin of Victory).

Each game will be of 75 minutes + about 5 minutes for the pairings.

Final ranking will be based on:

- 1) Tournament points;

- 2) Victory points (different from Tournament points, see below);
- 3) eventual face-off result;
- 4) Margin of Victory (MoV);
- 5) Final Salvo with the total value of attack dice of all the ships of the 5 lists :D

#### Pairings and points.

To facilitate pairings procedures we suggest the use of a card for each member of the team, with a clear name/photo on the front.

The captain is responsible for pairings procedures but can consult with his teammates.

Pairings will work in this way (as in the ETC):

- 1) each captain secretly chooses a player from his team ('attacking');
- 2) the 'attacking' players are revealed simultaneously;
- 3) each captain secretly pairs two of the other members of his team ('defenders') to the 'attacking' opposing player (for example placing the two corresponding cards face-down near the face-up card corresponding to the 'attacking' opposing player);
- 4) the 'defenders' are revealed simultaneously;
- 5) each captain secretly chooses one of the two opposing 'defenders' to play against his 'attacking' player;
- 6) pairings chosen this way are revealed simultaneously; the remaining 'defender' from each team goes back to the 'player's pool' (the corresponding card goes back in his captain's hand);
- 7) same as point 1, each captain secretly chooses another available player from his team as 'attacking';
- 8) same as point 2;
- 9) each captain gives to the opposing captain the two remaining cards of his team;
- 10) each captain secretly chooses one of the two remaining players of the opposing team to play against his 'attacking' player;
- 11) pairings chosen this way are revealed simultaneously;
- 12) the remaining player from team A plays against the remaining player from team B.

In case of irregularities or controversies the Judge can intervene and, if necessary, allow one captain to decide one or more pairing/s by himself as a penalty given to the opposing team. In case of infractions from both teams, the Judge himself will decide the pairings.

Each match will give 1 Tournament Point for each player's victory and 0 Tournament Points for each loss. The possible results will be 4-1, 3-2, 2-3, 1-4, while 5-0 victories will give only 4 Tournament Points to the winning team and 1 Tournament Point to the losing team (same 'victory cap' of the ETC).

Victory Points will be calculated as the sum of all players' victories of the team instead, and will be the first tie breaker in case of teams with the same number of Tournament Points.

## Credits

Thanks to the italian community and to the Italian Captains Council, and to Maurizio Cignoni for the graphics!