



Nova Open 2022 X-Wing™ Primer (as of Aug 30th, 2022)

Overview

The X-Wing™ Miniatures Game is returning to NOVA Open in 2022. We have an exciting list of events and great prizes! This primer is meant to help prepare you for all the X-Wing™ events being offered.

This year's X-Wing™ events include an Official Atomic Mass Games (AMG) X-Wing™ Worlds Qualifier / Grand Tournament, an X-Wing™ Upside Down tournament, an X-Wing™ Scrap Shot multiplayer event, and an X-Wing™ Arena tournament. All X-Wing™ events will use the most current official AMG rules reference, tournament guidelines, and squad points available as of Aug 25th, 2022. These documents can be found at the AMG Website: <https://www.atomicmassgames.com/xwing-documents>

The X-Wing™ Worlds Qualifier will use the Standard Game Mode. All other events at Nova Open 2022 will use the Extended Game Mode. Please review each event below, as some events will have additional or modified rules.

Check back here on a regular basis for updates as more details become available.

Schedule

Below is the schedule of X-Wing™ events. Check-in for all side events begins one hour prior to the start of the event. Check-in for the Worlds Qualifier begins 90 minutes prior to the start of the first round. Be prepared to submit your completed squad list when you check in.

EVENT	ACTIVITY	CHECK-IN	START
THURSDAY, SEPTEMBER 1, 2022			
X-Wing™ Scrap Shot	Scrap Shot #1	4:00pm-4:30pm	4:30pm-6:30pm
X-Wing™ Free Play	Free Play: Play your preferred formats!	12:00pm	12:00pm-7:00pm
FRIDAY, SEPTEMBER 2, 2022			
X-Wing™ Worlds Qualifier	Day 1A: Swiss Rounds	7:30am-8:45am	9:00am-6:30pm
X-Wing™ Scrap Shot	Scrap Shot #2	3:00pm-3:30pm	3:30pm-5:30pm
X-Wing™ Scrap Shot	Scrap Shot #3	7:00pm-7:30pm	7:30pm-9:30pm
SATURDAY, SEPTEMBER 3, 2022			
X-Wing™ Worlds Qualifier	Day 1B: Swiss Rounds	7:30am-8:45am	9:00am-6:30pm
X-Wing™ Upside Down	Side Tournament	9:30am-10:00am	10:00am
X-Wing™ Scrap Shot	Scrap Shot #4	7:00pm-7:30pm	7:30pm-9:30pm

SUNDAY, SEPTEMBER 4, 2022

X-Wing™ Worlds Qualifier	Day 2: Single-Elim Final	8:00am-8:45am	9:00am-5:00pm
X-Wing™ Arena	Side Tournament	9:30am-10:00am	10am-4:45pm

X-Wing™ Worlds Qualifier

AMG has selected the NOVA Open to host an X-Wing™ Worlds Qualifier in 2022. This tournament will be conducted over the course of three days, with two preliminary heats (Swiss-style pairings) and a single-elimination cut/final. Players will only be permitted to play in one preliminary heat.

Tournament administration will be conducted using Tabletop.TO. Players will need to register for a Tabletop.TO account and upload their squads and obstacle selections prior to check-in for their heat. Additionally, players are responsible for providing two printed copies of their tournament list at time of registration.

Each preliminary heat (Friday and Saturday) will consist of five rounds, paired Swiss-style. All players with at least four wins at the end of their heat will advance to the final elimination rounds on Sunday. During the elimination rounds, high-ranking players will be awarded byes as needed. First-round Sunday pairings (and bye awards) will be posted in the tournament area on Saturday evening.

IMPORTANT NOTE: Players who have not checked in for their heats prior to the posting of first round pairings during Days 1A and 1B will be dropped from the event without refund.

X-Wing™ Upside Down

The X-Wing™ Upside Down tournament is a thematic alternative in which pilot initiative moves in reverse. It follows Extended tournament rules and uses Standard scenarios, with a few gameplay changes, detailed below. NOVA Open 2022 will feature Swiss tournament of Upside Down, using Extended rules (rounds variable based on number of players).

Squad Requirements

Players each bring three obstacles and an Extended list of up to 20 points.

Han Solo (Resistance, Scavenged YT-1300) and Boba Fett (Scum, Crew) are banned. Non-limited (no pip) pilots are banned.

Gameplay

In Upside Down, pilot skill / initiative moves in reverse order. When moving through pilot initiative, move in the opposite direction of normal play. For Systems and Activation phase, play begins with i7, then i6, and so on. Similarly, shooting starts with i0, then i1, and so on. With that in mind, don't expect to bring 8 Academy TIEs and to treat them as aces. No non-limited pilots are allowed for Upside Down! Multi-limited pilots are allowed (such as the Bombardment Drone or the Naboo Handmaiden), but are treated as single-pip limited; i.e., you are only allowed to bring one of each of them. Pilots with initiative altering abilities (such as Rush, Null, Dace Bonearm, and Roark Garnett) still work *as written* on their pilot card (i.e., Roark Garnett can cause a friendly ship to engage at i7, meaning they would shoot last).

As with a regular tournament, games will be played on a 3' x 3' play area. Deployment and gameplay will operate per standard tournaments, with 20-point lists and scenarios.

The event will consist of five (5) Swiss rounds (or fewer depending on the number of players). Each Swiss round will be limited to 75 minutes. The player with the best W/L record (with SoS and MP used as tiebreakers) after the final round will be declared the winner.

Rules Errata

- Buzz droids now engage at i7 instead of i0.
- You cannot shoot twice out of the same turret arc with Han Solo (gunner). You can use his bonus attack at i7, but the Han attack must be from a turret you have not attacked from this round.

X-Wing™ Scrap Shot

You are a scavenger, newly arrived at the site of a space battle filled with ship debris. You hope to find an easy score of valuable parts and upgrades you can sell later. Instead, you find *competition* in the form of three to seven other salvagers, each intent on claiming the find for themselves. Your goal is to survive the scrum, accumulate useful upgrades, and out-salvage and out-fly your opponents on your path to glory. NOVA Open 2022 will feature several Scrap Shot events.

Scrap Shot Basics and Win Conditions

Each player brings one small or medium-base ship (Extended) with a value of either 5 or 6 squad points. 5 point ships replace their existing loadout values with 12, and 6 point ships replace their existing loadout values with 5. Each player is individually responsible for bringing their own ships, upgrade cards, and other game components.

Banned cards: Lone Wolf; all Torpedo and Missile upgrades; Seismic Charges.

First Blood (one victory point) is scored per normal Aces High rules. Regenerating health does not recover the First Blood charge.

Upon destroying an enemy ship, players score two victory points (placed to the side, and cannot be removed), and add one bounty victory point on their ship card. Then, that player takes all bounty points accumulated on the destroyed ship's ship card, and adds them to their own bounty pile on their ship card. Only bounty points are removed; regular earned points cannot be removed.

The game ends when time expires (75 minutes). At time, players move bounty points from their ship cards to their points total, and the player with the highest total victory points at the end of the game is the winner.

X-Wing™ Scrap Shot Set-Up

Each scavenger will take a seat at one of between four and eight positions around the 3' x 3' play area. The facilitator may choose to adjust the order of seating or number of scavengers in the match at his discretion. Players then reveal their ship.

Once positions are established around the play area and ships are revealed, players roll three attack dice to determine First Player (P1) per Standard X-Wing rules. This is the only time players roll off for P1 during Scrap Shot; otherwise, P1 rotates clockwise around the table after each game round.

Place two Hyperspace deployment markers at range 2 of diagonally opposite board edges, and two Hyperspace deployment markers at range 3 of diagonally opposite board edges, per Aces High deployment rules (See Arena setup below for more information).

Scrap Shot uses six obstacles. Starting with P1 and rotating clockwise, each player will place an obstacle beyond Range 1 of each Hyperspace marker. Please note that obstacles can be placed within Range 2 of the board edge.

Once all obstacles are placed, players, beginning with P1, take turns placing Scenario Tokens (ST) at Range 1 of obstacles (one ST per player). ST cannot overlap obstacles, deployment markers, or other ST markers. Like Standard scenario tokens, these are not obstacles and do not follow standard obstacle rules.

For deployment, per Aces High rules, each player, starting with P1, rolls an attack die, and then places their ship on one of the Hyperspace marker deployment symbols matching their roll. On a critical hit result, players may choose any open spot on the deployment markers. If no deployment spots are left for a given roll result, reroll the die.

X-Wing™ Scrap Shot Gameplay

- Instead of using printed initiative, both ship movement and engagement order begin with P1 and go clockwise around the table. At the end of each round, the P1 designation (and token) moves clockwise to the next player.
- When a ship passes through or overlaps an ST, roll an attack die.
- On a hit or crit, they may choose from the top two upgrades.
- On an eye or miss, they pick the top upgrade card.
- The chosen card is added to their ship, regardless of restrictions such as slots, factions, or size. Then, remove the ST from play and shuffle any leftover cards back into the deck.
- When a ship is destroyed, before it would be removed from play, the player who destroyed the ship places an ST at range 0 of the destroyed ship, even if that ship had no collected upgrades.
- When a ship respawns after being destroyed, it must discard 1 upgrade it received from the deck and return it to the deck. If it has no upgrades from the curated deck, it does not discard anything. Then, redeploy after the End Phase using the Aces High deployment rules.
- A player may decline an upgrade. No replacement upgrade is provided, and the ST is not removed at that point. That player cannot activate that ST again until after they have moved beyond Range 0 of it in a future move.
- If a ship would hit two STs in one maneuver, only resolve the first ST overlapped.
- At the end of each round, if there are fewer than five STs on the field, the player with the fewest VPs may place an ST anywhere on the board.
- Ships may not keep more than two collected upgrades at once; if a ship wishes to pick up and keep a third upgrade, one of the other two must be returned to the deck.
- **NOTE:** If a player would equip an upgrade that is already present on their ship, return the card to the deck and draw another.

X-Wing™ Scrap Shot Special Rulings

Hyperspace markers are not obstacles and have no in-game effects other than deployment.

Damage dealt via bombs can score points, which are awarded to whoever dropped the bomb in question. If a ship is destroyed by its own (or a GM's) bomb or effect, they lose 1 VP.

Damage inflicted via Dead Man's Switch does not score points.

First Blood is awarded to the first enemy to inflict damage via an attack, device, or other effect.

Fleeing the board results in -2 victory points to the offending player.

X-Wing™ Scrap Shot Curated Salvage Deck

The Scrap Shot Salvage Deck contains a mix of select 1.0 and 2.0 upgrades. All 1.0 card text is updated and adjusted to fit the format. The Salvage Deck is subject to change prior to the event.

Upgrade	Notes
R4-P17	
R5-X3	
Contraband Cybernetics	
Pattern Analyzer	
C1-10P	
BT-1 and 0-0-0	
L3-37 (Crew)	

Servomotor S-Foils	
Stabilized S-Foils	
Primed Thrusters	
Dorsal Turret	Add "If you already have a turret arc, return this card to the deck and draw again."
Collision Detector	
R2-D2 (Republic Astromech)	
Babu Frik	
Ferrosphere Paint	
Burnout Thruster	
GNK Droid	
Hondo Ohnaka	Remove 'friendly to each other' from card text.
Afterburners	
Hotshot Tail Blaster	
Proton Bombs	
Ion Bombs	
<u>Begin 1.0 Cards</u>	
Cruise Missiles	(1 charge) (requires target lock) (base damage: 0) (Range 2-3) (Missile). Roll attack dice equal to the speed of the maneuver you executed this round, to a maximum of 5 dice. If your ship does not have a method to Target Lock, return this card to the deck and draw again.
Flight Assist Astromech	(No Change)
BoShek	When another ship at Range 0 activates, you may look at its chosen maneuver. If you do, its owner must rotate the dial to an adjacent maneuver. The ship can reveal and execute that adjusted maneuver per normal, even while stressed or if lacking required Force charges
Mercenary Copilot	(No Changes)
Wookie Commandos	(No Changes)
R5-P8	(No Changes)
Advanced Cloaking Device	After you perform an attack, you may perform a Cloak action.
ARC Caster	(Range 1) (4 attack dice) (1 charge) Attack: If this attack hits, you must choose 1 other ship at Range 1 of the defender to suffer 1 damage. At the start of the Engagement Phase, you may receive 1 Disarm token to recover 1 charge on this card.
Targeting Astromech	(No Changes)
R7-T1	ACTION: Choose an enemy ship at Range 1-2. If you are inside that ship's firing arc, you may acquire a target lock on that ship. Then, you may perform a boost action.
Black Market Slicer Tools	ACTION: Choose a stressed enemy ship at Range 1-2 and roll 1 attack die. On a hit or a critical hit result, remove 1 stress token from that ship and deal it 1 facedown damage card.

EMP Device	At the start of the Engagement Phase, you may spend 1 charge. When you engage, if your [Charge] is inactive, instead of performing any attacks, assign 3 ion tokens to each ship at Range 1. This card's charge may not be recovered.
Glitterstim	(1 charge). At the start of the Engagement Phase, you may spend 1 charge and receive 1 stress token. If you do, until the end of the round, when attacking or defending, you may change all of your focus results to hit or evade results.
Lightning Reflexes	After you execute a white or blue maneuver, you may spend 1 charge to rotate your ship 180° and receive one stress token.
Pulsed Ray Shield	During the End Phase, you may receive 1 ion token to recover 1 shield (up to your shield value). You can equip this upgrade only if your shield value is 1.
Reinforced Deflectors	Add “If your shield value is 0, return this card to the deck and draw again.”

Gamemaster Effects

Mines – The GM may set any number of bomb tokens (with or without fuse tokens) anywhere he wishes prior to the planning phase of any game round.

Shake-Up – The GM may call a “shake-up” at any time to force all scavengers to discard their collected upgrades and place a ST 1-straight immediately behind their ship. Corresponding collected upgrade cards are shuffled back into the upgrade deck.

Turbolaser Blast – During the Systems Phase, the GM may place a fuse marker anywhere on the board to denote an incoming Turbolaser Blast. One fuse marker is removed at the end of the End Phase. At the end of the Activation Phase, if a Turbolaser Blast objective marker has no fuse tokens, the GM makes an unmodified three red dice attack against all ships within R1 of the marker (without range bonuses). If a ship is at R0 of the marker, roll four red dice instead. Then, remove the marker.

Salvage Rush – During the Systems Phase, the GM may place any number of STs anywhere on the field.

Die O’ Doom – After planning and before activation, the GM may opt to roll the DIE O’ DOOM! DIE O’ DOOM is a d6 with effects corresponding to the following table:

DIE O’ DOOM RESULT	EFFECT
1 or 2	EMP! Roll 1 Red Die. Hit / Crit Result = Ships Receives 1 Ion Token.
3 or 4	LOOSE BOLTS! Roll 1 Red Die. Hit / Crit Result = Each player removes one collected upgrade of their choosing. Place ST per normal, shuffle upgrade card back into deck.
5 or 6	SPACE HEADWIND! Roll 1 Red Die. Hit / Crit Result = Ships move backward using 1-straight template. Cannot flee during this move.

X-Wing™ Arena

Arena (also known as **FBTLJIT2BSWMO** or Fly Better's The Last Jedi is the Second Best Star Wars Movie Open) is a format developed by Fly Better that captures the high octane dogfighting of pivotal battles like the Battles of Endor and Naboo. The enemy flies past your viewport almost too fast to see; flight paths are more instinct than planned; and sometimes, you make the wrong move in the heat of the moment, and end up a smear on a passing debris cloud. NOVA Open 2022 will feature a Swiss tournament of Arena (rounds variable based on number of players).

Squad Requirements

Players each bring three obstacles and an Extended list of up to 20 points.

Han Solo (Resistance, Scavenged YT-1300) and Boba Fett (Scum, Crew) are banned.

Gameplay

No objectives are used during this game mode; otherwise, Arena uses the X-Wing 2.5 ruleset.

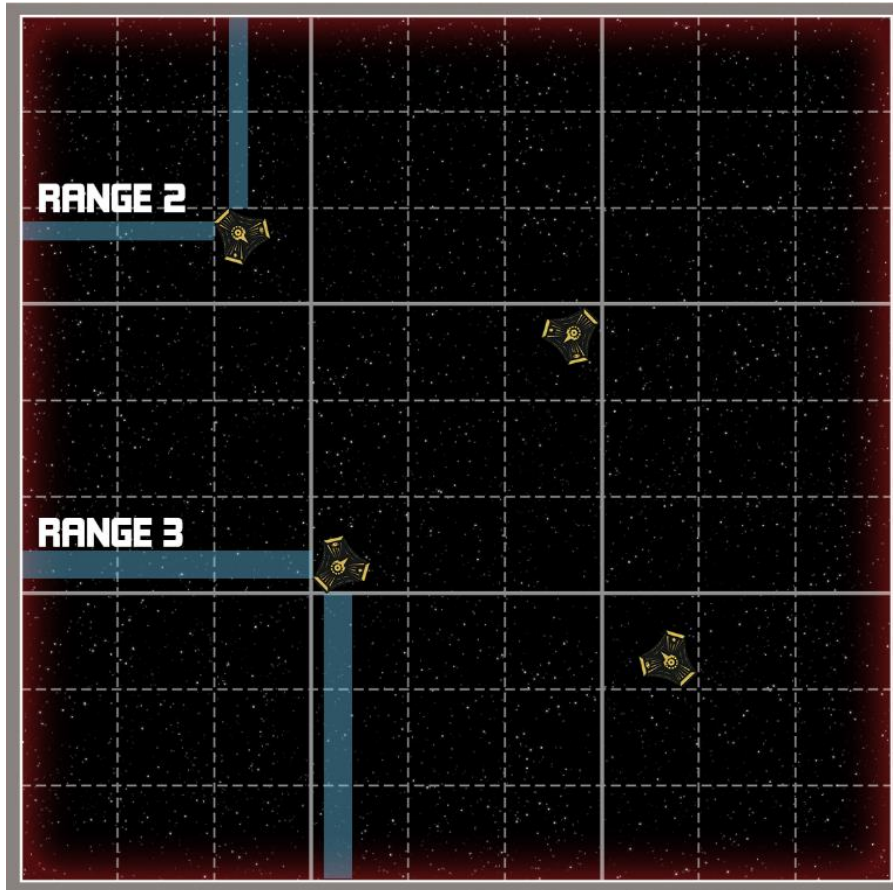
Games are played with a 50-minute timer.

First Player will be determined each round via Random Order After Dials, per official play rules.

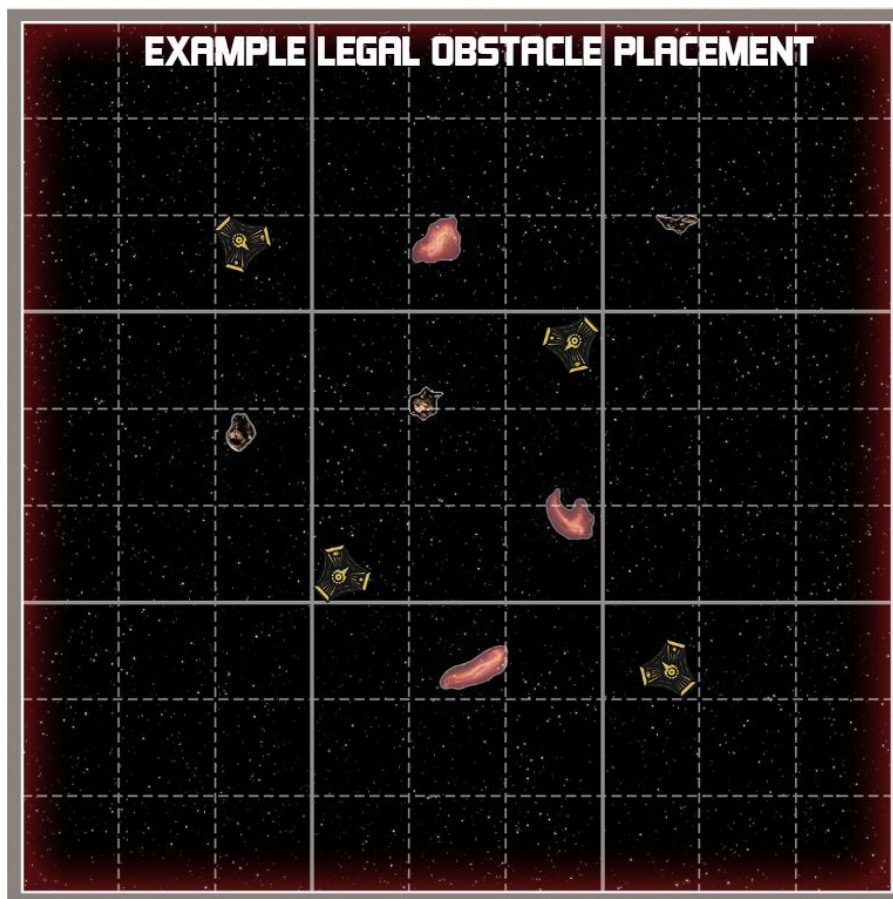
The event will consist of five (5) Swiss rounds (or fewer depending on the number of players). Each Swiss round will be limited to 75 minutes. The player with the best W/L record (with MOV used as a tiebreaker) after the final round will be declared the winner.

Gather Forces, Prepare Other Components, and Determine Player Order as per normal.

Establish Play Area by placing four Hyperspace Markers as indicated below (at Range 2 and Range 3 of the play area corners, with the blank arms pointed toward the corners).



Place Obstacles per normal, with the added requirement that obstacles must also be beyond Range 1 of all Hyperspace Points (the three marked sides of a Hyperspace Marker). If it is impossible to place the sixth obstacle legally, skip placing that obstacle.



Place Forces by placing one ship into the play area via hyperspace deployment, in initiative order from lowest to highest initiative (and using player order as a tiebreaker).

Hyperspace deployment is executed by rolling 1 attack die, and then placing one ship with its rear guides at any position on one of the Hyperspace Points matching the symbol rolled. If a Critical Hit is rolled, the ship may be placed at any available Hyperspace Point position.

If none of the rolled positions are available, that ship cannot be placed during that turn, and must wait until the following turn.

After rolling and ascertaining the result, the player may elect to not place that ship during that turn.

NOTE: Ships may not drop or launch bombs or mines during the System Phase of the first turn. Any mines dropped that overlap hyperspace markers while there are still ships in reserve (not counting docked ships) are treated as unplaceable, removed from the board, and charges returned.

Placing Unplaced Ships

Before the Planning Phase of each round, if there are any ships that have not been placed, follow the Place Forces instructions above for each unplaced ship, then continue the turn per normal play.

NOTE: If you do not have any ships on the board at any point after Setup is completed (ie, you did not deploy any ships), all of your remaining unplaced ships are immediately destroyed.