



# 17th Conflict X-Wing Escalation tournament

Our 17<sup>th</sup> Conflict tournament weekend will for the second time include an X-Wing tournament. This tournament will be held on Sunday May 20th, 2018 and will be listed on the T3 website.

# **Practical details**

As before, the location will be: Parish Hall Sint-Cornelius Rillaarsebaan 134 B-3200 Gelrode

Participating in the event will cost €15 per person if you pay in advance. This fee provides you a place in the tournament and lunch to fill your stomach. You will receive a voucher upon arrival and registration on the tournament day. With this voucher you'll be able to choose between:

- -a ham/cheese sandwich and soup
- -two hot dogs with toppings
- -a vegetarian alternative.

Please send your entry fee, with the mention of your name and 17th Conflict Xwing, to the following bank account:

IBAN: BE86 7512 0083 9550

BIC: AXAB BE 22 AXA Bank Europe

Beneficiary: Conect'r Team Aarschot VZW, Molendreef 50, Rillaar. This fee will serve as a pre-inscription. You can also pay the day of the event itself, the admission fee at the door will be €17 including the meal.

On Friday the 18<sup>th</sup> of May at noon our secretary will make a final list of payments made, so make sure your payment has come through before this date. If there should be a discussion about whether the payment has been done and this cannot be proven a player will have to pay the €17 entree fee. If afterwards it is proven that a payment was correctly made, the €17 will be refunded shortly on your bank account.

This tournament will start at 10:00. Registration will start from 08:00. A marked and approved copy of each participant's army list will be present. Please try to have a printed copy for yourself as well!

We ask all players to subscribe to the tournament via the T3 website: https://www.tabletoptournaments.net/t3 tournament.php?tid=20789

You are only sure of your place if you pay in timely fashion and send in your army list. In case of questions or in case of problems the day itself (traffic, car issues, ...), you can always call (0032)479 871 171 (Maarten Vanwesemael-Team Conect'r vzw responsible).

As mentioned lunch is included in the entrance fee. As previous years we will be serving a wide selection of beverages and in the kitchen hot dogs, soup, pies and sandwiches with cheese or ham or on the menu. Please don't be a cheapskate and bring your own things. If you require a gluten-free diet or anything specific feel free to warn us and bring your own essentials.

## The tournament

This will be an escalation X-wing Tournament following the official tournament rules as found on the Fantasy Flight Games Website. The escalation tournament rules are in place.

You will play FOUR battles against FOUR different opponents. The first battle will be paired in such a way you won't play against a fellow club-mate or the same type of army where possible. From battle two and onwards we follow the Swiss system. On the occasion of an odd number of competitors resulting in one competitor having no opponent for the round the competitor will receive a bye.

All currently released X-wing expansions from Fantasy flight games are considered legal Players are expected to bring with them all the materials they will need for battle, including squadron, dice, maneuver dials, maneuver templates, asteroids, tokens and damage card deck. Only official dice and maneuver dials, supplied by Fantasy Flight games, will be allowed to be used in the tournament.

### Timetable:

16:45	17:00	Award Ceremony
16:30	16:45	Result Calculations
14:30	16:30	Game 4 – 150p – 120 min
14:15	14:30	Break & Pairing
12:45	14:15	Game 3 – 120p – 90 min
12:10	12:45	LUNCH BREAK
11:00	12:10	Game 2 – 90p – 70 min
10:50	11:00	Break & Pairing
10:00	10:50	Game 1 – 60p – 50 min
08:00	9:45	Registration

### **Preregistration:**

- A. Preregistration will only be valid through the Tabletoptournament website
- B. Players must send their FOUR squad-list using a valid URL-link to an online squadron builder to xwing@conectr-team.be

The maximum squad points for each player's first squad is 60 points. A squad cannot exceed 60 points, though it may contain fewer than 60 points. Each player must field at least two ships. On subsequent rounds, the maximum squad points for each player's squad increases to 90 for the second round, 120 for the third round, and 150 for the fourth. During each round, each squad must contain all ships and upgrade cards from the previous squad. Ships from the previous round must keep all equipped upgrade cards, and these cards may not be "transferred" to a different ship. However, new upgrade cards may be added to ships from the previous squad.

C. Registrations on site must be completed before 9:45. Failure to do so will result in the first game to be a loss.

# **Tournament awards**

We will provide price support the award the top ranking players. The number of prices will depend on the subscriptions. We will rank players according to gained tournament points, in case of a draw the player with to most vp's scored will rank higher.

# **Afterword**

If there are questions or ambiguities concerning the rules in this document, you can always mail to (xwing@conectr-team.be)

We, the organization, wish you a lot of fun in your battles and hope you have a very pleasant day.



