



This event will be four rounds and will follow the standard rules from the SWX rulebook and the current FAQ & Tournament Rules.

This is a special event and I would like the focus to be on two things: first that the proceeds of this event all go to the **Hamilton Food Share**, second as the event is geared around the idea of gaming for a good cause I would like these games to be more about having a good time and less about the competitive atmosphere. This is not to say these aren't going to be challenging games as this tournament may take you out of your normal comfort zone.

The Hook: That's right there is always a catch.

First I will need your list sent to me by December 21st, one week prior to the tournament to make sure you aren't cheating, did I say cheating!?! Which brings me to my first catch: ***You may add additional points to your list above 100 at a cost of \$1 dollar per point.***

All the money/food items taken in as bribes will be turned over to our resident BOSS HUTT Jabba the Slim AKA Jay Mason-Grant to be donated to the Hamilton Food Share.

Second rule of list building: **You may not use Wave V content.** Yes, they are new and very shiny but to be fair to everyone that maybe did not get them for Christmas this means if have the Decimator or Outrider YT-2400 or print outs from preview web content you cannot use those ships or upgrades that come with those ships in your list... ***of course I can be swayed to look the other way at a cost of \$1 dollars per card.***

Third rule of list building: **You may not use spoiled content from Wave VI.** Sure you've seen the preview articles from FFG and can't wait to use all those goodies Scum and Villainy has to offer well tough... ***of course I can be swayed to look the other way at a cost of \$2 dollars per card.***

Fourth rule of list building: You may only add legal upgrades to your ship. I can't believe this needs to be said but you can only equip a ship according to the ship's Upgrade Bar as per the core Rule Book on page 8... *of course I can be swayed to look the other way at a cost of \$5 dollars per card. If the upgrade is not on the ship's Upgrade Bar and is not yet released (Wave VI), the cost is \$7 per Upgrade. Adding an Upgrade or Title that is specifically only allowed for a different ship than you are equipping it on is \$8 or \$10 if it is not yet released (Wave VI).* Triple EPT'd Horton with 4 Bombs, an HLC and Outrider Title, if you really want to.

Fifth rule of list building: Unique Names rule from page 18 of the Rulebook must be adhered to. Wow, again rudimentary list building stuff here that everyone should be familiar with... *of course I could be persuaded to look the other way at a cost of \$1 for each time you ignore the Unique upgrade rule in your list, \$2 for Astromechs and Crew, \$3 for breaking specified Faction restrictions. Add \$10 for each time you ignore the Unique Names rule for Pilots in your list, \$12 for Wave VI.* 2 Soontir Fels and 2 Whispers in the same list? That does not sound broken does it?

Sixth rule of list building: All squads Pilots must consist solely of a single faction. Yep, that's the way the game is and that's the way we like it thank you very much... *of course if you wanted to slip a Pilot or two or three from the other Faction into your list it could be allowed at a cost of \$3 per ship, \$5 per ship for Wave VI.*

Seventh rule of list building: You need to use the same squad for the entire tournament. Sorry, you can't buy your way out of this one, too much of a logistical nightmare to keep all this stuff straight... *well, hey it is all for a good cause right? For each additional list you submit on or before December 21st we'll tack \$10 to your tab. You may use any of your submitted lists for each round but you must announce which before pairings are announced or you must use the same list you used the previous round.*

Eighth rule of list building: Ships must use their designated movement dials. Unless of course you've got the credits... *\$10 and everything moves like an A-wing! All your ship's dials can be replaced with those sweet green heavy A-wing dials or Interceptor dials if you are so inclined.* Those Lambda Shuttles are surprisingly maneuverable today.

Ninth rule of list building: Never let it be said that Jabba doesn't have a heart buried way down in there somewhere. The pendulum swings both ways. If you construct your list in such a way that every game will not be fun for any player to play against, the TO reserves the right to give you a discount on your bribes and toss free upgrades to all your opponents. Loading up all your ships with 3 Stealth Devices, 4 Shield Upgrades and 4 R2-D2s? Don't be surprised if all your opponents are given free HLC, Proton Bomb & Autoblasters to equip on all their ships. You will be notified in advance and

given an opportunity to make changes before the tournament, if your squad is deemed to be too OP against the rest of the field. Sorry no buying your way out of this one, for real this time. Yes really for real. FOR REAL. Seriously, for real.

In Game Nefarious acts:

To keep things interesting, and not to have the tournament completely won or lost on the strength of how broken you can build your list I take an adage from the great heel Jessie the Body Ventura who had a saying "**win if you can, lose if you must, but always always cheat**". He went on to be the Governor of Minnesota so cheating can't be all bad.

Now as a totally impartial Tournament Organizer with a rock solid moral code I cannot condone cheating... that being said Jabba the Slim likes the sound of loonies crashing together.

We feel we will condone the following acts at a cost of \$1 per incident: Tickets for cheating can be purchased before the tournament begins, between rounds and during games as needed.

Place an extra token on a ship during the Activation Phase – No need to tell me what you did we're on the honour system and there is honour amongst thieves and villains you know. ALSO yes Target locks cost two dollars you are placing two tokens. No I am not giving a discount it's for charity.

Re-Roll a Die- even if you already rerolled it or shouldn't be allowed to. ALSO yes that is a cost of \$1 per die per re-roll.

Place one of your Asteroids in an area it shouldn't be. Be it closer than Range 1 of another Asteroid, closer than Range 2 of an edge or right off the board. Combine with rule below for even more fun.

Replace an Asteroid token you are about to place with a Proximity Mine token instead- whoops that Asteroid looks very dangerous because now it is beeping and has red lasers shooting out of it. You may replace one of your opponent's Asteroids instead for \$2. So to do the math for you, if you wanted to turn all 6 Asteroids into Proximity Mines it could be done \$9! Now that's a steal! Put them all in within Range 1 of your opponent's edge for \$15!

Expand your set up area to within Range 2 of your edge. Did your opponent just fill up your starting area with Proximity Mines? No Problem. \$2 to expand to within Range 3. Get the game started with a deep Alpha Strike.

Change your dial after your opponent moves- did it turn out that you picked the wrong move? Go ahead and change it. Hey, Jabba says I didn't see anything.

Barrel Roll with a Large Ship the old way. None of this new length wise alignment for those that know the right people and have the credits.

Rounds:

There will be 4 rounds of gaming using the scoring system set out in the standard tournament format I will be doing Swiss match up so those with similar record will face off against each other.

In the cases in which both players achieve their victory conditions simultaneously then the game is a draw.

11:00: Check in, table assignments and match ups for the first round.

11:15: Round 1

12:30: Round 1 ends

12:35: Round 2 tables and match ups are paired up

12:40: Round 2 begins

1:55: Round 2 Ends Break for LUNCH

2:30: Round 3 tables and match ups are paired up

2:35: Round 3

3:50: Round 3 Ends

3:55: Round 4 tables and match ups are paired up

4:00: Round 4

5:15: Round 4 end

5:30: Awards and Applauds

As this is a food drive non perishable food items can be donated in lieu of cash at an exchange value of \$1 per item regardless of actual purchase cost, remember this is a charity event to help feed people. Anyone trying to pass off 25 cent packs of Mr. Noodles or the like will be tossed in a snow bank. We need real food!

List of Most Needed Items

Canned meats & fish

Cold cereal

Pasta sauce and a package of dry pasta

Baby food & formula (needs to have at least 6 wks till expiry left on it.)

Fruit cups

Fruit drinking boxes (Kid's nutritional treats)

Canned pastas

Meat soups

Powdered milk

Kraft Dinner

Peanut butter

Jam

Canned vegetables

Pork and beans