

LineBreakers and the 760th Fighter Wing Present:



A 5-round X-wing Event

IRON WING is a multi-faceted tournament designed to challenge players to excel across various formats of the X-wing Miniatures Game. Each player will build their list in a fashion similar to Escalation, compete in Furball rounds, lead a group of non-unique pilots with a Squad Leader, progress through increasing point values, and finally construct a Dual-Faction list to take down all opposition!

The only rounds that actually *play* differently than the normal 100-point dogfight are the Furball rounds, which will be played according to the 760th Fighter Wing Variant (attached). Please note that the *Lone Wolf* and *Advanced Cloaking Device* upgrades are banned under these Furball rules, and that the ship chosen must be a small based-ship. Large based-ships *are* allowed in all non-Furball rounds.

A big portion of this event lies in list construction. Choices made in the early stages will limit options in later rounds, so plan accordingly and work your lists all the way out to the end. You will be asked to submit your list prior to the event to allow time to check it for legality. Please check the event announcement for those details.

While there are restrictions on unique vs. non-unique pilots, there are no restrictions on unique *upgrades* (aside from *Lone Wolf* being banned in the Furball rounds).

UPDATES & ADDENDUMS

Furball Rules, Multiple Attacks: Ships are limited to one score per round from its *attacks*, counting the highest single scoring attack. See 760th Fighter Wing Furball Rules, page 2, "Multiple Attacks".

The 5 rounds of the event break down like this:
(‘Aurek’ and ‘Besh’ are the Star Wars “Aurebesh” names for ‘A’ and ‘B’)

Round 1: AUREK LEADER ⚔

31-point Furball, 75 mins

Players build one small-based ship to a maximum of **31 points** following the 760th Fighter Wing Furball Rules. The pilot of this ship does not have to be unique, but this is one of only three ways to get unique pilots into your final list.

Round 2: AUREK SQUADRON ⚔

75-point Dogfight, 60 mins

Players build a 75-point list based around Aurek Leader, who must be included and equipped exactly as flown during Round 1. Players may only add **non-unique** ships, and they must match Aurek Leader’s faction.

Round 3: BESH LEADER ⚔

36-point Furball, 75 mins

Players build one **small-based** ship to a maximum of 36 points following the 760th Fighter Wing Furball Rules. The pilot of this ship must be of a different faction than Aurek Leader (Round 1). The pilot of this ship does not have to be unique, but this is one of only three ways to get unique pilots into your final list.

Round 4: BESH SQUADRON ⚔

100-point Dogfight, 75 mins

Players build a 100-point list based around Besh Leader, who must be included and equipped exactly as flown during Round 3. Further ships must be from Besh Leader’s faction. This list may include a maximum of one other **unique** pilot: the rest must be **non-unique** ships.

Round 5: COMMON CAUSE

135-point Dogfight, 90 mins

Players build a 135-point list utilizing the ships of Aurek and Besh Squadrons (Round 2 and 4). Note that this force will be comprised of ships from two different factions. Players **must** include Aurek Leader **OR** Besh Leader, and may include both. Players may also include the single unique pilot added to Besh Squadron in Round 4. Players may now add, remove, or change any previously-equipped upgrades on these unique pilots, but may not change out the *pilot* him/herself. These are the only 3 unique pilots available to you in this last round.

Players may also add, remove, or change any previously-equipped upgrades on all non-unique pilots, and may also swap these pilots for any other non-unique pilot of the same ship type. For example, an Avenger Squadron TIE Interceptor flown in Round 2 (as part of Aurek Squadron) may be swapped for an Alpha Squadron Pilot, a Saber Squadron Pilot, or a Royal Guard Pilot in Round 5.

All “Rebel Only”, “Scum Only” and “Imperial Only” keywords still apply as normal and may only be equipped to a ship of the specified faction. All ships within a players force count as “friendly”.

Round Pairings & Tournament Scoring

For the first round (Furball), players will be randomly assigned to a table. The Tournament Organizer will attempt to keep the tables as close to six players each as possible. Subsequent rounds will be paired as normal, with the top-ranked players facing off against each other and the lowest-ranked players being paired together. Round 3, another Furball, will see the top six-ranked players at Table 1, places 7-12 at Table 2, etc.

Tournament Points (TP) will be scored each round based on the charts on the following page. Margin of Victory (MoV) will be tracked as first tie-breaker as usual. No MoV will be scored by any player in the Furball rounds.

There is a maximum total of 25 Tournament Points possible over the course of the event. There is also a finer gradation of points built into all rounds, allowing the field to be more widely-separated over the course of the day. Furball, which can be a wildly unpredictable game, maxes out at 4 TP for the winner of each table, with 2nd and 3rd place scoring, as well. Rounds 4 and 5 top out at 6 TP, awarding an extra bonus to those who score a major win in those rounds. In addition, a player who keeps his/her opponent to what is normally considered a "Modified Win" (1-11 points) will also receive 1 TP, despite having lost.



Tournament Points

Round 1: Furball (per table)

| | |
|---------------------------------|------|
| 1 st place | 4 TP |
| 2 nd place | 2 TP |
| 3 rd place | 1 TP |
| 4 th place (& below) | 0 TP |

Randomly-assigned tables, approximately 6 players per table. No MoV is scored in this round.

Round 2: 75-point Dogfight

| | |
|------------------|------|
| Win, margin of | |
| 32+ pts | 5 TP |
| 12-31 pts | 4 TP |
| 1-11 pts | 3 TP |
| Draw (exact pts) | 2 TP |
| Loss, margin of | |
| 1-11 pts | 1 TP |
| 12+ pts | 0 TP |

Paired by rankings (based on Tournament Points) per post-Round 1 standings.

Round 3: Furball (per table)

| | |
|---------------------------------|------|
| 1 st place | 4 TP |
| 2 nd place | 2 TP |
| 3 rd place | 1 TP |
| 4 th place (& below) | 0 TP |

Players ranked 1st-6th will be assigned to Table 1, players ranked 7th-12th to Table 2, etc. Ties in TP are broken by MoV (from Round 2 only). No MoV is scored in this round.

Round 4: 100-point Dogfight

| | |
|------------------|------|
| Win, margin of | |
| 43+ pts | 6 TP |
| 28-42 pts | 5 TP |
| 12-27 pts | 4 TP |
| 1-11 pts | 3 TP |
| Draw (exact pts) | 2 TP |
| Loss, margin of | |
| 1-11 pts | 1 TP |
| 12+ pts | 0 TP |

Paired by rankings based on Tournament Points (with MoV tie-breaker) per post-Round 3 standings.

Round 5: 135-point Dogfight

| | |
|------------------|------|
| Win, margin of | |
| 58+ pts | 6 TP |
| 35-57 pts | 5 TP |
| 12-34 pts | 4 TP |
| 1-11 pts | 3 TP |
| Draw (exact pts) | 2 TP |
| Loss, margin of | |
| 1-11 pts | 2 TP |
| 12+ pts | 0 TP |

Paired by rankings based on Tournament Points (with MoV tie-breaker) per post-Round 4 standings.

Max Allowable TP: 25

IRON WING List Build Example

Here's a quick walk-through of a sample list to illustrate some points and restrictions within the Iron Wing rules.

ROUND 1

"Aurek Leader"

| | |
|---------------------------------------|-----------|
| Turr Phennir – TIE Interceptor | 25 |
| Veteran Instincts | 1 |
| Autothrusters | 2 |
| Stealth Device | 3 |
| Royal Guard TIE | 0 |
| Ship/Squad Total: | 31 |

I've decided that for Round 1 I want to fly an Imperial ship. I've selected Turr Phennir (TIE Interceptor, a small-based ship) and equipped him to a maximum of 31 points.

ROUND 2

"Aurek Squadron"

| | |
|---------------------------------------|----|
| Turr Phennir – TIE Interceptor | 25 |
| Veteran Instincts | 1 |
| Autothrusters | 2 |
| Stealth Device | 3 |
| Royal Guard TIE | 0 |
| Ship Total: | 31 |

For Round 2 I must keep **Aurek Leader** (Turr) and I may not change, add or remove any upgrades from him. I'll add additional ships from the same faction (Imperial) to a maximum of 75 points, and all additional ships must be *non-unique*.

Zeta Squadron Pilot – TIE/fo Fighter 16

Zeta Squadron Pilot – TIE/fo Fighter 16

Academy Pilot – TIE Fighter 12

Squad Total: 75

ROUND 3

“Besh Leader”

| | |
|--------------------------|-----------|
| Kavil – Y-wing | 24 |
| Twin Laser Turret | 6 |
| Bomb Loadout | 0 |
| R4 Agromech | 2 |
| Proximity Mines | 3 |
| Ship/Squad Total: | 35 |

In Round 3, I again choose a single small-based ship for Furball, but this time to a maximum of 36 points. In addition, this pilot must be from a different faction as my Round 1 ship. I’ve chosen Kavil (Scum & Villany), and deliberately only built him to 35 points: this will allow me to add 65 points in the next round rather than only 64, as well as give me an “initiative bid” if I tie another player this round at Pilot Skill 7.

ROUND 4

“Besh Squadron”

| | |
|----------------------------------------|------------|
| Kavil – Y-wing | 24 |
| Twin Laser Turret | 6 |
| Bomb Loadout | 0 |
| R4 Agromech | 2 |
| Proximity Mines | 3 |
| Ship Total: | 35 |
| N’Dru Suhlak – Z-95 Headhunter | 17 |
| Lone Wolf | 2 |
| Homing Missiles | 5 |
| Glitterstim | 2 |
| Ship Total: | 26 |
| Mandalorian Merc – Firespray 31 | 35 |
| Crack Shot | 1 |
| Recon Specialist | 3 |
| Ship Total: | 39 |
| Squad Total: | 100 |

For Round 4 I must keep **Besh Leader** (Kavil) as equipped last round. I’ll add ships from Kavil’s faction, but this time my maximum point allowance is 100 points and one other ship *may* be unique: the rest **must** be *non-unique*. Once again, keep in mind that large-based ships are only *not* allowed in Furball rounds (Rounds 1 & 3).

ROUND 5

“Common Cause”

| | |
|---------------------------------------|----|
| Turr Phennir – TIE Interceptor | 25 |
| Veteran Instincts | 1 |
| Autothrusters | 2 |
| Shield Upgrade | 4 |
| Royal Guard TIE | 0 |
| Ship Total: | 32 |

| | |
|---------------------------------------|----|
| N’Dru Suhlak – Z-95 Headhunter | 17 |
| Veteran Instincts | 1 |
| Homing Missiles | 5 |
| Glitterstim | 2 |
| Ship Total: | 25 |

| | |
|------------------------------------------|----|
| Omega Sqdn Pilot – TIE/fo Fighter | 17 |
| Juke | 2 |
| Comm Relay | 3 |
| Ship Total: | 22 |

| | |
|----------------------------------------|----|
| Mandalorian Merc – Firespray 31 | 35 |
| Predator | 3 |
| Tactician | 2 |
| Inertial Dampeners | 1 |
| Ship Total: | 41 |

| | |
|-------------------------------------------|----|
| Black Squadron Pilot – TIE Fighter | 14 |
| Crack Shot | 1 |
| Ship Total: | 15 |

Squad Total: 135

In Round 5 I’ll combine elements of **Aurek Squadron** (75-point list) and **Besh Squadron** (100-point list) into one dual-faction 135-point list. I **MUST** use *at least one* of my Furball pilots (**Aurek Leader** or **Besh Leader**). I may also use the one unique ship (N’Dru) that I added at Round 4. Any of my *unique* pilots may now be kitted out differently than in previous rounds: ie, I **may** change, add, or remove any upgrade cards from Turr, Kavil or N’Dru. I may **not** change the *pilots* of these ships: ie, I cannot ‘upgrade’ Turr to Soontir Fel.

I may change, add or remove any upgrades on the **non-unique** ships from Aurek and Besh Squadrons. I may also change the pilot of those non-unique ships to another *non-unique pilot of the same ship*. For instance, I may change a Zeta Squadron Pilot from my Round 2 list to an Omega Squadron Pilot. I may **NOT** change it to Zeta Leader (as Zeta Leader is *unique*), nor may I change it to a Saber Squadron Pilot, as Saber Squadron Pilots fly TIE Interceptors, not TIE/fo Fighters.

Note that for my “Common Cause” (Round 5) list:

- I’ve included Turr Phennir (one of my Furball pilots).
- I’ve made a change to the upgrades on Turr and N’Dru, but have not changed the *pilots* themselves.
- I’ve changed upgrades on my non-unique pilots.
- I’ve changed out a Zeta Squadron Pilot for an Omega Squadron Pilot and the Academy Pilot for a Black Squadron Pilot. I could *not* change out the Mandalorian Mercenary as that is the only non-unique pilot available for that ship (within the Scum & Villainy faction).

760th Fighter Wing Furball



SETUP

This Furball variant is designed to accommodate 4-8 players per table. Players each build a single ship to fly for the entire game, following all normal restrictions in addition to these limitations:

- 1 ship per player
- Small base only
- Maximum point value prescribed by the event
- The "Lone Wolf" *Elite* upgrade is banned
- The "Advanced Cloaking Device" *Modification* upgrade is banned

The game is played on a 3x3' mat. Six asteroids are placed in a semi-central layout per general consensus of the players, outside of Range 2 of any table edge and at least Range 1 apart.

Determine Initiative: Initiative works as normal, with the following exception: in the event that two or more players' ships have the same Pilot Skill (PS), the tied player with the lowest Squad Total *decides* the initiative order of *all ships at that PS*. In the case of ties in Squad Totals, flip a Target Lock token or dice off as normal (3 dice, most focus results chooses). This initiative order remains throughout the game.

760th Fighter Wing Furball

Ship Placement: In ascending Pilot Skill order (respecting Initiative), players take turns choosing one of the *Deployment Locations* and placing their ship. There are eight Deployment Locations around the board: at each, a ship is placed with its front edge at Range 1 from its table edge and centered at Range 3 of the nearest adjacent table edge (see map).

SPECIAL RULES

The First Turn: No ship may perform an attack or Target Lock action during the first turn of the game. Weapons go live starting Turn 2, and remain live until the end of the game. A player MAY drop a bomb or utilize a Feedback Array on the first turn.

Scoring: Points are scored when a player damages an enemy ship, destroys an enemy ship, or is himself destroyed. No single *attack* may score twice for any reason, with the exception of "Splash" Damage (see below).

- **1 point** for damaging an enemy ship. This is regardless of how much damage is done, whether the damage is taken to shields or hull, or if critical hits are inflicted.
- **5 points** for destroying an enemy ship (removing it from the table). Do not add any additional points for *damaging* the ship with this shot.
- **-2 points** each time your ship is destroyed.
- A one-time score of **2 points** at the end of the game for each ship that was not destroyed during the game.

Damage inflicted on an enemy ship by means other than an attack--such as the Darth Vader crew upgrade (which triggers *after* an attack) and the Feedback Array illicit upgrade--*do* score points according to the above (1 point for damaging a ship, 5 points for destroying a ship). It is possible for a ship to score points for an attack and score again in the same round through other means (such as the Darth Vader crew upgrade or an enemy detonating a bomb token previously dropped by the ship). A ship that inflicts damage on itself does NOT score any *positive* points, though it will score -2 points if the damage inflicted removes the ship from the table.

A score tally is kept by one player at the table, in plain view of all participants. Any player scoring points should be sure to call out the score to the scorekeeper and verify that it is recorded.

"Splash" Damage: Any attack that deals damage to other ships after the initial attack--such as Assault Missiles and Ruthlessness--may only score ONE time in addition to the initial attack (though all resulting damage is still suffered by the eligible ships). The highest score (1 or 5 points) of any resulting collateral hits may be counted. For example: Tycho Celchu fires his Assault Missiles at Horton Salm. The attack results in Salm being destroyed and removed from the table, scoring Tycho 5 points for a destroyed ship. The "splash" damage ("If this attack hits, each other ship at Range 1 of the defender suffers 1 damage") deals 1 damage to a Royal Guard Pilot, strips 1 shield from Wedge Antilles, and deals 1 damage to Turr Phennir, which is enough to remove Turr from the table. Tycho could score 1 point for damaging the Royal Guard, OR 1 point for damaging Wedge, OR 5 points for destroying Turr Phennir. Obviously, Tycho will take the additional 5 points for killing Turr.

Sources that can damage more than one ship but are NOT themselves *attacks*--such as Proton Bombs and Seismic Charges--are limited to scoring *twice* for the player that the source originated from (in the case of bombs, the player whose ship dropped the bombs). As above, the player may choose the two highest scores.

Multiple Attacks: Ships that can attack more than once per round are limited to ONE score per round *from its attacks* (ie, not including Bombs or Splash Damage, etc). These ships may, however, count the highest score achieved by its multiple attacks. For example: Dutch Vander is equipped with the BTL-A4 title and a Twin Laser Turret. He attacks a total of three times, scoring a hit with his primary, a hit with his first turret shot, and finally gets the kill with his second turret shot. Dutch's score from his attacks this round is 5, the highest score of his attacks. This rule will apply to the BTL-A4 Y-wing title, the Twin Laser Turret, the TIE/D Defender title, and any future method of gaining additional attacks per round.

Regenerating: A destroyed ship returns to the table at the beginning of the next Planning Phase. A regenerated ship sets a dial as normal, and may shoot, be targeted, and declare the Target Lock action as normal. All discarded upgrades (including missiles, torpedoes, bombs, "Hot Shot" Blaster, Stealth Device, and any upgrade discarded by a critical hit) are re-equipped and immediately available. Players utilizing bombs are encouraged to bring multiple tokens if they can, as it is possible to drop a bomb, be destroyed, and regenerate while the prior bomb token is still on the table.

When a ship regenerates, it redeploys at any of the *Deployment Locations* described above and shown on the map. Any players with ships regenerating in the same turn choose their Deployment Locations in ascending PS order, respecting initiative (just like Placement in a normal game). Only 1 ship may regenerate at each Deployment Location per turn. All regenerating ships are placed *before* dials are set.

Simultaneous Attack Rule: The Simultaneous Attack Rule is still in effect. Points are recorded immediately upon a ship suffering damage.

"Enemy" & "Friendly": All ships are considered enemies, and no ships are considered friendly. As such, many Pilot abilities and upgrades will have no effect. Please remember that the "Lone Wolf" upgrade is not allowed in this variant.

OBJECTIVE

A game lasts 75 minutes, beginning once all ships have been placed. When time is called, the players finish the current round per FFG's standard Tournament Rules. The player that has scored the most points at the end of the game is the winner, the player who scored the second most points is second place, et cetera. In the case of a tied score at the end of the game, the player with the lowest Squad total places higher. In the event that the tied players have the same Squad Total, the player whose ship has the lowest Pilot Skill (or has initiative, in the case of tied Pilot Skill) places higher.