



BATTLE FOR MALINAS

2024

RULES PACK

VERSION
1.0



IN-PERSON CIRCUIT
EVENT

LAST UPDATE
JAN 23



2024 X-WING EVENT DETAILS

ABOUT THE EVENT

The battle for Malinas is an XTC-associated event. The XTC or X-Wing Team Championship in full, is an annual tabletop gaming event which invites gamers from across the world to participate. It is a team focused event, but also supports a singles side events where people can play exciting games against their peers. The XTC is run for the benefit of the international X-Wing gaming community, with the community taking a leading role in directing its activities.

After two successful online editions, we, the WTC, are providing the opportunity for the XTC to return with a novel circuit of in-presence community-led events using custom versions of the well-known XTC rulespack. While the XTC main event will keep being online for the time being to foster maximum participation from all continents without the strict need to travel, the "Battle for Malinas" is a first in line of these series of events and its aim is simply to provide players so inclined to come down and head out for a great weekend of playing some great in-person X-wing games.

VENUE LOCATION

EVENT LOCATION

The event will be held in **Mechelen, Belgium** at the **Nekkerhallen Brussels North**. For more info regarding the venue including how to get there, hotels etc, please visit our official website (click for link).



PARKING ARRANGEMENTS



There are **1500 parking places available** at the venue, at the cost of **7€ per day**. Once you have a parking ticket for a given day, you will be able to drive in and out of the venue at no additional cost. This ticket will work with plate recognition so cannot be shared between cars.



2024 X-WING EVENT DETAILS

ENTRY FEE & REGISTRATION

The Entry fee is set at €30 per player for the "friday singles event" and €60 per player (€300 per team) for the "weekend team event". Non registered individuals are not allowed to participate in the competition in any capacity. Teams can add on non-playing team members (for coaching/supporting role in the team event) and this at a fee of €20 per supporting player.

Players at the WTC get free access to the venue from Tuesday-Sunday. Other visitors have to acquire an event pass for the week that gives access to the bar, lounge and vendor area, and will allow visitors to roam the playing hall as long as they don't disturb any ongoing games.

The entry fee will fund all participants prizes, referee and volunteer costs, and any other logistical costs. Teams are expected to pay by July 1st 2024. after which registration closes for the event. Every Captain is expected to perform a single payment for the whole Team by checking out a Team Ticket via the WTC online store at worldteamchampionship.com.

LIST & EVENT DEADLINES

Registration & Payment Deadline	July 1st 2024	23:59 CET
Pre-Event Points/Rules Change Deadline	July 26th 2024	23:59 CET
Lists and Team Composition Deadline	July 26th 2024	23:59 CET
List Publication Deadline - For Captains only	ASAP after list delivery	
Formatted Lists for Public Release	July 29th 2024	

FIND OUT MORE ABOUT THE WTC

If you are interested to find out more about the event, get access to our player packs, our organizational structure, or just find out about some of our teams, head on over to the **OFFICIAL WTC WEBPAGE**, and feel free to join our **DISCORD CHANNEL** and **FACEBOOK PAGE** if you would like to interact with some of our player base.

<http://www.worldteamchampionship.com>



2024 X-WING EVENT DETAILS

EVENT OUTLINE

TOURNAMENT FORMAT

SINGLES

Friday Aug 9th: singles tournament, 2.5, standard

TEAMS

Aug 10th - 11th: Team Tournament, custom XTC rulespack, 2.5 standard

TOURNAMENT SCHEDULE

FRIDAY AUGUST 9TH

Registration	09:00 - 09:45
Pre Event Briefing	09:45 - 10:00
Round 1	10:00 - 11:15
Round 2	11:30 - 12:45
Lunch Break	12:45 - 13:30
Round 3	13:45 - 15:00
Round 4	15:15 - 16:30
Round 5	16:45 - 18:00
Round 6	18:15 - 19:30
Awards	19:30 - 20:00

SATURDAY AUGUST 10TH

Registration	09:00 - 09:30
Captains Briefing	09:30 - 09:45
Round 1	09:45 - 11:15
Round 2	11:30 - 13:00
Lunch Break	13:00 - 14:00
Round 3	14:00 - 15:30
Round 4	15:45 - 17:15
Round 5	17:30 - 19:00

SUNDAY AUGUST 11TH

Round 6	08:00 - 09:30
Round 7	09:45 - 11:15
Round 8	11:30 - 13:00
Lunch Break	13:00 - 14:00
Round 9	14:00 - 15:30
Round 10	15:45 - 17:15
Closing Ceremony	17:15 - 17:45

ROUND LENGTH

Game rounds length is determined following the latest version of the X-Wing Tournament rules i.e. 72 min +/- 3 min

RULES AND RELEVANT DOCUMENTATION

XTC follows all the latest official rules for X-wing as well as the clarifications provided by the XTC and via Official Forums.



2024 X-WING EVENT DETAILS

EVENT OUTLINE

EVENT DISCUSSIONS

All event-related discussions should be held on the Official XTC Discord Server.

All venue, location, scheduling and non rules-related discussions will be held on the WTC Discord Server. Specific channels will be created for the event. XTC Captains are the first players point of contact.

JOIN THE
XTC DISCORD

JOIN THE
WTC DISCORD



OFFICIAL LANGUAGE



Players attending the WTC are expected to act in a sportsmanlike manner at all times, and this not only towards their direct opponents. This goes for all other attendees as well. All players must be able to communicate in fluent English. This is non-negotiable.

PARTICIPANTS EXPECTATIONS

All players participating in XTC/WTC BfM events must:

- Know the abilities of their own lists;
- Know the basics of playing X-Wing;
- Do their best to communicate with their opponent;
- Double-check the results with their opponent before reporting to captains.

EVENT AFFILIATION AND ENDORSEMENTS

XTC and WTC are not affiliated with Fantasy Flight Games, Atomic Mass Games or their partners. This is **not an official event**, but is played following the same standards expected for Official Premier level Events.



2024 X-WING EVENT DETAILS

BFM TEAM EVENT

GAME FORMAT AND LIMITATIONS

The event will be played in X-Wing Second Edition in the Standard format (ref. "2.5" ruleset documentation, most recent version at the agreed cut-off date for updates).

No additional list-building limitations will be enforced between lists of the same team, with the exception that only a single Squadron can represent each Faction.

The event is run on a Swiss format. (If the event has under 12 teams, Round Robin pairing will be used.) In each round, teams will face off on 5 tables, each table representing one of the 7 factions of the game (no repeats in the same round).

TEAM COMPOSITION & FACTION ASSIGNMENT

Each team will be composed of up to 5 players with the possibility of registering 1 or more non-playing participants/substitutes. We want to stipulate this event is not tied to nationality like our main 40K event is. While we encourage building the strongest team on a national level to come and compete, it is also perfectly fine to build an international team with TTS mates or perhaps friends you made while playing the game abroad. How every team is built up on an individual level is entirely free for every team to decide for themselves.

Non-playing participants/substitutes can either function as a non-playing captain (hence dealing with pairings and team coordination, without playing) or as a coach in case said participant does not want to deal primarily with the pairing procedure. A substitute player may be swapped in before the start of a given round to play one of the submitted faction lists in lieu of another team member.

The team will present one squadlist from 5 of the 7 available factions: Rebel Alliance, Galactic Empire, Scum and Villainy, Resistance, First Order, Galactic Republic, and Separatist Alliance.

Players are bound to a faction and cannot be assigned by their captain to a different faction every round.

Please note that in case of an odd number of registered teams, a "Pirate" Team may be entered into the tournament to avoid byes.

List changes restrictions

During the event it will not be possible to change the submitted squadron lists.



2024 X-WING EVENT DETAILS

BFM TEAM EVENT

SCORING

Each round will give 1 "Team Win" to the winning team. Each individual victory awards the team 1 "Player Win". A round is won when one team has more "Player Win" conditions than the opposing team. In a case there are 2 wins and a draw condition for both teams, the round result is a tie and each team is rewarded 1 point instead of the 2/0 in case of a Team Win/ Team Loss.

POSITIONAL TIEBREAKERS

The following is the ranking of results for a given team. In the case of a tie in terms of team points, consult the ranking below it to break said tie. E.g. If two teams are tied for Team Points (rank 1), then the tie breaker will be Sum of individual Players' Wins (rank 2).

Team Points

Sum of Individual Players' Wins

Head-to-Head

Sum of Victory points for the round (sVP)

Strength of Schedule (SoS - not used in Round Robin)

Coin Toss

TOURNAMENT SCENARIOS

The X-wing 2.5 ruleset, Standard Format is played using scenarios. AMG has provided 4 scenarios for competitive events. Every round one of the scenarios will be randomly drawn using the procedures described in the official rules.

PRIZES

Just like the singles event, there will be medals for 1st, 2nd and 3rd place. We will be calling the favorite opponents, the best newcomers and the most improved team compared to last year on stage for a celebratory moment.



2024 X-WING EVENT DETAILS

PAIRING PROCEDURE

To facilitate pairings procedures WTC will provide cards for each team, with the faction clearly stated on the card. These will be referred to as "Factions" in the following paragraph. Please remember that Factions should be paired and not players, to avoid confusion in case of Coaches subbing in for unavailable players. The Captain is responsible for pairing procedures but can consult with his teammates.

A situation might occur where, due to sudden and unforeseeable circumstances, a Captain cannot perform pairings. The Captain may temporarily promote one teammate or Coach to substitute for this honor - obviously, said Captain is also allowed to blame this substitute for how pairings went!

See the tutorial below for detailed information.

To facilitate pairings procedures we suggest the use of a card for faction of the team, with the faction clearly stated on the card. These will be referred to as FACTIONS in the following paragraph. Printable cards with the 7 factions will be posted online and available to all teams to download, customize and print. In addition, the organization will provide some additional digital copies to the captains.

Please remember that Factions should be paired and not players, to avoid confusion. The captain is responsible for pairing procedures but can consult with their teammates.

Please check the guide below to see the revised procedure

1. Captains decide if they want to use their substitute player this round, in which case they immediately inform the opposite Captain which player and faction list will be subbed in for
2. Each captain secretly chooses one of the 5 factions from their team ('attacking');
3. The 'attacking' factions are revealed simultaneously;
4. Each captain secretly pairs two of the other factions of his team ('defenders') to the 'attacking' opposing faction (for example placing the two corresponding cards face-down near the face-up card corresponding to the 'attacking' opposing faction);
5. The 'defenders' are revealed simultaneously;
6. Each captain secretly chooses one of the two opposing 'defenders' to play against his 'attacking' player;
7. 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);

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PAIRING PROCEDURE

8. Repeat 1-6, each captain secretly chooses another available faction from their team as 'attacking';
9. Each captain gives to the opposing captain the two remaining faction cards of his team;
10. Each captain secretly chooses one of the remaining factions 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.

The X-wing 2.5 ruleset, Standard Format is played using scenarios. AMG has provided 4 scenarios for competitive events. Every round, a random scenario will be determined by tournament HQ following standard procedures.

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



**OLIVER POCKNELL'S
HANDY PAIRING GUIDE: WATCH HERE!**



END OF THE GAME - WHAT TO DO

Standard rules for checking the criteria for winning (i.e. ending) the games are used. See X-Wing Rules reference, page 11 (End Rules). A round is considered finished when the Step 4 of the End Phase (i.e. Recurring and Negative Recurring charges) is completed. If winning conditions are not met, the Planning Phase of the next round begins.

Please keep in mind that players are asked to keep an acceptable game pace and not stall the game, adhering to the "Premier" tier of the event as per the FFG rules.

When your game is complete, BOTH Players must report the results to the respective Captains. Please double check for accuracy.

Captains will then report the score to the TO/Judge Team



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JUDGE TEAM

The Tournament will be officiated by 3 referees that are vetted by the WTC TO's. A referee's word is final and a decision may not be escalated. This is because there are stringent procedures in place for how a referee makes a decision, and any that may have a severe impact on the outcome of a game are only ever made in concert with other referees. Abuse, of any kind, will not be tolerated where our referees are concerned.

JUDGE TEAM INVOLVEMENT DURING PLAY

All disputes on dice, collisions, overlaps, arcs etc. are solved at the table also with the support of Team Captains. If Players and Captains cannot find an agreement, the dispute should be solved via one of the referees intervening on the players behalf.

Players can escalate the dispute by reporting to their Captain (or registered Team Coach), who can mutually join the table temporarily to discuss the issue at hand. No immediate Judge involvement is foreseen in the games, unless deemed necessary by peculiar card /abilities interactions. The Captains (or registered Team Coaches) of the involved teams can then escalate the issue by contacting the Judge team.



2024 X-WING EVENT DETAILS

INTERFERENCE WITH GAMES

EXTERNAL INTERFERENCE WITH GAMES

Any Non Playing Team Members are allowed to:

- Collate and submit Team Results
- Ask questions about how the game is going (only in English, see below)
- Tell their player how their team is doing and what kind of points they require from this game

A non-playing Team Member is not allowed to:

- Give Tactical advice (they may not tell their player 'how' to get that win/draw/loss!) or interject in any way on in-game situations. See "Spectator Interefrence Policy"
- Speak to their Team player in their native language. Speaking to their team members in the English Language is allowed as it is the tournaments official language (Not talking in English will be seen as interference with the game.
- Once players are at their tables at the start of any given round, it is not allowed within a team to share info on matchups or tactics by means of cellphones or other devices either. Any breach of this rule that gets noticed will see all offenders on the team admonished.

SPECTATOR INTERFERENCE POLICY

TL;dr This is an in-person event: if you are not a player you are a spectator, therefore you should call a judge.

Streamers and commentators are classified as Spectators (as per the FFG Tournament Rules). At BfM, a spectator is any individual at a tournament not actively engaging in another role (player, floor leader) at the time of the game. This applies to streamers and their co-hosts, be them players in teams and/or captains/coaches actively participating to the game commentary. The Judges for XTC events/WTC are classified as "floor leaders".

Spectators must not disturb an ongoing game and cannot provide any input or assistance to players during their games. This applies to viewers in particular, as they are not engaging in any active role in the ongoing game.

Different scenarios are depicted for mere reference, in descending order of severity: breach of rules, missed opportunity (a.k.a. "missed trigger), irregular table state. These scenarios suggest to Streamers the actions to take.

- If a Streamer (spectator) believes they have witnessed a breach of the rules in a game they are watching, a spectator should NOT INTERFERE and bring it to the attention of the judge team



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INTERFERENCE WITH GAMES

immediately. A member of the judge team will infer on the game state if needed. Warnings and/or penalty points will be issued if a rollback is required due to it indicating a major game state issues, per floor rules.

- If a Streamer/Spectator believes they have witnessed a missed opportunity, they **MUST NOT** interfere with the game. A missed opportunity does **NOT** constitute a breach in the rules, and spectators should not comment on missed opportunities. Also viewers of said streams are mandated not to interfere with the game and players, hence the mandatory delay applied to streams. Infringing this rule, especially by components of teams participating in WTC may result in penalty points applied by the judge team (potentially resulting in game losses and points deductions) for unsportsman conduct.

Players are indeed expected to follow the game's rules, remembering to perform actions and use card effects when indicated. It is each player's responsibility to maintain a proper game state, and to ensure that all mandatory abilities and game steps are acknowledged. If a player forgets to use an effect during the timing specified by that effect, that player cannot retroactively use it without the consent of their opponent. Players are expected to act with respect and not intentionally distract or rush an opponent with the intent of forcing a missed opportunity. Behaviours infringing this rule fall under the "unsportsmanship conduct" and may end up in penalty points being attributed to the team.

- If a Streamer/Spectator believes they have witnessed an irregularity in table state (e.g. green tokens not removed in the cleanup phase, a spent Target Lock token not being removed, etc.) they **MUST NOT** interfere with the game and should **CALL** a judge. The maintenance of clear and correct table state is the responsibility of the players and of the players only, as per the X-Wing rules. Warning points, eventually escalated to penalty points for repeated infringements, may be issued at the Judge team's discretion.

On missed opportunities:

The classification of "missed opportunities/triggers" is described in the Rules Regulations for X-Wing. In said document, it is stated that all abilities enter the queue automatically at their timing point, if eligible. Therefore, the idea of "optional" triggers for abilities only exists in the dice modification step where there is not queue.

Therefore, an ability or trigger being missed (be it intentional or not) by players is **NOT** equivalent to irregular game state. This means that streamers and spectators should absolutely **NOT** interfere with players about missed opportunities and breaches of rules, but notify the judge team as per the FFG floor rules contained in the tournament regulations and fundamental document event.



EVENT STREAMING & EXPOSURE



The Battle for Malinas event, might be live streamed by a dedicated team appointed by the WTC TO's and that is also vetted by the XTC leadership. By registering for the event, our players and teams automatically agree to potentially playing on a Live Stream via the Twitch Channel of any of our media partners or similar outlets. The following rules apply to any and all filming / streaming / interviewing at the event :

- Streamers will not interview or approach any active games whatsoever.
- Streamers are not permitted to stream/film whatsoever during the pairings process.
- Streamers will not commentate within the vicinity of any active matches.
- If the commentary is to be done in any language other than english it must be done outside of the gaming area (speak to the referees or tournament organisers if you are unsure where this is).
- As a general rule, any and all streaming must be conducted in a manner that will not disturb or influence any games in any way whatsoever.

*Any streamer that does not conform to the above rules will be asked to immediately cease streaming for the remainder of the event and/or immediately leave the venue, forfeiting any right to refunds. This decision will be made at the discretion of the referee corps and tournament organisers, and will not be open to discussion once made.



BATTLE FOR MALINAS

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