

STAR WARS™ Miniatures SWMGPA Floor Rules

Effective: March 15, 2015

Introduction

The *Star Wars* Miniatures **SWMGPA (Star Wars Miniatures Gamers Players Association)** Floor Rules and the *Star Wars* Miniatures Game Rules should be read and understood by all players wishing to compete in sanctioned events. All SWMGPA members participating in SWMGPA-sanctioned *Star Wars*™ Miniatures events must abide by these rules. The SWMGPA effectively replaces the DCI for sanctioning body with the discontinued support of the game. All match and tournament rules are now governed by the SWMGPA.

Two other documents—the *DCI Universal Tournament Rules* and the *SWMGPA Penalty Guidelines*—are used by organizers and judges who wish to further understand the details of how sanctioned events are to be organized and run, and to understand how judging for **SWMGPA** events should work. These documents can be found at <http://www.swmgamers.com/page.php?27>

Documents and software for tournament scoring and pairing as well as programs and ratings can be found at the above link.

The *Star Wars* Miniatures Errata and FAQ are available at <http://www.swmgamers.com/page.php?27>

Appendix A: Changes from previous versions

Appendix B: Definition of terms

600. GENERAL STAR WARS Miniatures TOURNAMENT RULES

601. Format Categories

The **SWMGPA** sanctions any format in which the tournament contains four or more sanctioned SWMPGA members. The ranking will be broken up into two areas:

Limited:

- Sealed
- Booster Draft
- Any format that restricts the allowable sets/factions to draw figures from (V-Set only, or Sith/Mando/Vong only)

Constructed

- Any format that does not meet the Limited prerequisites.

602. Ratings Categories

The **SWMGPA** provides the following ratings categories:

- **Constructed:** includes all constructed formats
 - **Limited:** includes all limited formats
- SWMGPA Ratings and Rankings for all sanctioned games can be viewed at www.swmgamers.com

603. Necessary Tournament Materials

Players must bring the following items to participate:

- A terrain map (battle grids and terrain tiles may not be used in SWMGPA-sanctioned *Star Wars* Miniatures tournaments). Players in Limited tournaments may bring multiple terrain maps and choose one to use during squad construction.
- A 20-sided die (d20). Dice must not be especially large or small. Players may not use Spindown™ dice or any dice that have all of the high numbers in a cluster together.
- Tokens or pen and paper for clearly tracking damage, force point use, victory points, and other effects.
- Models and corresponding stat cards for constructed events.

604. Authorized Models, Stat Cards and Terrain Maps

Star Wars Miniatures models released by Wizards of the Coast LLC are legal for tournament play. *Star Wars* Miniatures stats cards released by SWMGamers.com are legal for tournament play (This includes downloaded stat cards that have not had any alterations made to said downloaded card. Any player caught using an altered stat card will be disqualified from tournament play). Players must have the official corresponding stat cards for all registered miniatures. Players using multiples of the same model need only one copy of the official stat card for those models (with the exception of conversions being used) but still must provide a clear method for all players to readily know the status of each individual model. Players must make their stat cards available to opponents or tournament officials upon request.

The following *Star Wars* stat card is legal for tournament play:

http://www.the-holocron.com/index.php?option=com_content&task=view&id=232&Itemid=55

The 181st Imperial Pilot miniature is used to represent the model for this stat card. All stated rules in 604 providing a clear method for all players to readily know the status of each model are still applicable. If both the 181st Imperial Pilot and the Elite AT-AT Driver are used in the same squad, a clear method for all players to readily identify each individual miniature must be in place.

Stat cards are interpreted using the official *Star Wars* Miniatures Game Rules and Official Errata. Errata can be found at: <http://www.swmgamers.com/page.php?27>

Conversions

Conversions (customization of models) are allowed in SWMGPA-sanctioned *Star Wars* Miniatures tournaments, but must adhere to the following rules:

- The base of the conversion must be the same size as the mini being represented
- Base models must remain easily identifiable. A player must be able to tell what each model is on first glance at the battlefield.
- When a conversion is being used it must have the corresponding official card for each conversion model. For example, if a player is using three customized Mouse Droid models and one official Mouse Droid model in their squad they will need to have four official Mouse Droid cards.
- Additional equipment (including weaponry) may not be added to a model if that equipment is not represented on the model's stat card. For example, a player may not add a blaster to a model that doesn't have a ranged attack.

- Conversions maybe used instead of the recommended miniature as long as the official stat card or downloaded stat card accompanies it and it is easily recognizable as such miniature.
- For the purpose of counting as having a lightsaber refer to the stat card. If the card has the Lightsaber Special Ability, a Force Power with the word “lightsaber” or the card image itself depicts a lightsaber then the figure is considered to have a lightsaber. In the case of a miniature (including Recommended miniature) having a lightsaber but not meeting the above criteria then it is not counted as having a lightsaber.

Maps

The map list can be found in Appendices C, D, and E. Maps listed as MoM can be found at: www.mapsofmastery.com

Organizers choose one of five map lists (Open, Standard, or Restricted A, Restricted B or Restricted C) for the tournament. The Restricted map lists are recommended. At any tournament above the Regional Level, all 3 Restricted Map lists will be used.

The following maps are not legal in any competitive format:

AT-AT Imperial Walker Deflector Shield Generator map
AT-AT Imperial Walker Hoth Plateau map

605. New Releases

Star Wars Miniatures models are allowed in both **SWMGPA**-sanctioned Constructed and Limited tournaments as soon as they are published in a set. Prerelease models and promo miniatures are not allowed in sanctioned play unless they are a part of a set that has been released.

606. Participation Minimums

A minimum of **four** people must participate in a *Star Wars* Miniatures SWMGPA-sanctioned event. If this minimum is not met, the event is no longer considered SWMGPA-sanctioned, and will not be included in SWMGPA ratings. If participation minimums are not met for any SWMGPA-sanctioned event, the tournament organizer must report the event as cancelled.

Information on sanctioning and reporting software can be found here:
<http://www.swmgamers.com/page.php?27>

610. STAR WARS MINIATURES TOURNAMENT MECHANICS

611. Match Structure

Star Wars Miniatures matches consist of one game per match. Match results are reported to the **SWMGPA** for inclusion in the worldwide ratings.

612. Match Time Limits

Sixty minutes are recommended for each tournament round of Constructed or Limited tournaments. Games are meant to be played to completion (reach victory conditions) within the time limit. Players must take their turns in a timely fashion regardless of the complexity

of the play situation and adhere to time limits specified for the tournament. Players must maintain a pace to allow the match to be finished in the announced time limit. Judges should ensure a fair outcome within the recommended time limits.

613. Squad Registration

A player must register his or her squad, recording all models and selected terrain map to be used, before the start of the first round of play. In constructed tournaments, players may not change their squad or terrain map during the tournament. In Limited tournaments, players may only change their squad or terrain map if a new set of sealed product is opened or a new draft occurs.

614. Pregame Procedures and Who Plays First

1. Players begin the pregame procedure by revealing their squads to each other.
2. Players roll to determine which player will choose the map to be played on.
3. The player with the higher roll chooses which map will be played on. The player with the lower roll selects whether to set up first or second. The player who sets up first selects a side and sets up his miniatures, then the other player sets up on the opposite side.
4. Players roll for initiative to determine who will play first.

615. Tournament Play Procedures

Players must follow these procedures and etiquette during play:

Setup

All miniatures must start with part of their base within four squares of the short edge of the map on that player's side.

Players must fill their starting area as completely as possible, then extra characters are placed as close to the starting area as possible. Huge figures must be set up first, then Large, Medium and Small figures.

Start Location

When counting out movement for a miniature, players should leave the miniature in its starting place until the final position of the miniature is chosen. Alternately, players may mark the starting location of a miniature with a token.

Number of Activations per Round

On the first phase of the round, the first player activates only one character. The next player then activates two characters. The first player then begins a new phase, activating two more characters. Players continue alternating in this way until all characters have been activated.

Model Activation

Players must indicate which models have been activated in one of three ways:

1. Turn the stat card of an activated model 90 degrees.
2. Place a token or bead on the stats cards of models that have been activated.
3. Turn the miniature of a model that has been activated to face the opposite direction.

Damage Counters and Effects

Damage and effects must be clearly tracked on the stat card, the model, or on paper during the match. Players may use damage counters or dice (they must be distinct from other types of counters or dice used in the game), pen and paper, or mark directly on the stat card itself to keep track of these effects.

Destroyed Squad Members

Destroyed squad members and their corresponding stat card should be set aside from the play area.

616. End-of-Match Procedure

A match ends when:

1. a player meets the victory condition, or
2. the match time limit runs out, or
3. no side takes damage, makes an attack roll, or makes a saving throw for 5 complete rounds.

If a match ends before a player meets the victory condition, players complete the current round. If neither player has reached the victory condition, the following tiebreakers are used:

1. The player who has scored the most victory points wins the match.
2. The player whose model is closest to the center of the terrain map wins the match.
3. If more than one model is equally close, the player that owns the highest-cost model closest to the center wins the match.

If the players are still tied, the match is considered a double-loss (no match points are awarded).

617. Game Rule Modifications for All Tournaments

Soresu Style Mastery

Soresu Style Mastery is played according to card text.

Rigid

Characters with Rigid lose Rigid in SWMGPA-sanctioned tournament play.

620. RULES FOR CONSTRUCTED TOURNAMENTS

621. Squad Construction

Players must follow the faction rules as stated in the *Star Wars* Miniatures Game Rules.

Squads may not contain more points than the limit specified by the format category. (They may contain less.)

622. Constructed Scenarios

Standard Scenario

Victory Condition: Victory is achieved if one player eliminates his opponent's entire squad (including Reinforcements) at the end of a round while having at least one piece of his own remaining. If this has not occurred at the end of a round, if at least one player has scored points equal to or in excess of the format point limit (100, 150 or 200 points), the player with the most victory points wins. If both players meet this condition and have the same number of victory points, players play an additional round. The player with the most victory points at the end of the extra round wins. If the players are still have the same number of victory points, additional rounds are played until the tie is broken, or match time runs out (see Section 616).

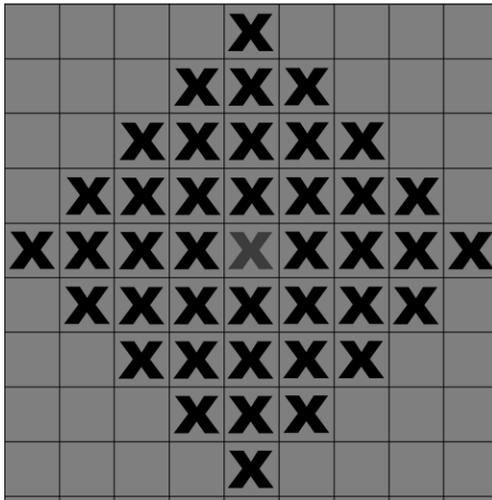
There are two ways to score victory points:

- 1) *Eliminate enemy models:* points scored are equal to model cost

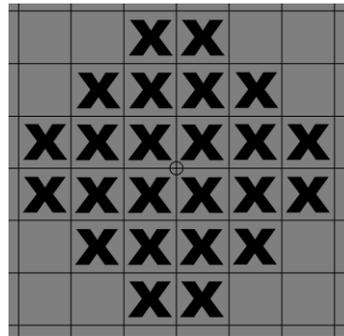
- 2) *Occupy the map center*: five points are scored each round that a player ends a round with a model that costs five points or more (Reinforcements count as 0) within four squares of the center of the map; ignore low objects and walls when determining this area. Both players may score in the same round and neither player scores more than five points total even if they have more than one model near the center of the map. This method of scoring points is generally referred to as "Gambit" scoring.

In a 200 point game, ten points (rather than five) will be scored each round that a player ends a round with a model that costs ten or more points within four squares of the center of the map.

Examples:



Area for scoring if the center of the map is a total square.



Area for scoring if the center of the map is a point.

630. RULES FOR LIMITED TOURNAMENTS

There are two types of Limited tournaments: Sealed or Booster Pack Draft. The rules for these two types of sealed tournaments have different setup and constructions rules, detailed in Sections 640 and 650 respectively.

631. Limited Scenarios

Standard Scenario – see description in Section 622.

640. RULES FOR SEALED TOURNAMENTS

Tournament Setup

Once players are seated, tournament officials provide each player with

- 1) One Starter Set and one Booster Pack, or
- 2) Two Booster Packs

Each player must receive the same product. **Example:** If a player receives a *Rebel Storm* Starter Set and a *Clone Strike* Booster, all players must receive a *Rebel Storm* Starter Set and a *Clone Strike* Booster.

Sealed Squad Construction and Registration

Once all players receive their sealed product, they will have 20 minutes to build and register their squads from the product provided.

Squads may not contain more points than the limit specified by the format category.

There are no faction restrictions in the Sealed format. Players may use any models they receive in their sealed product for their squad, even multiples of the same unique model.

Players may choose their terrain map during squad registration. If players receive a Starter Set, they may choose to use the terrain map in the Starter Set instead of one brought to the event. Players should indicate their terrain map choice on their squad registration sheet. Players then roll to see who chooses which end to set up at. The choosing player deploys all their miniatures first.

650. RULES FOR BOOSTER PACK DRAFT TOURNAMENTS

Tournament Setup

Players are seated randomly into drafting circles (called pods) of roughly equal size. Four is the recommended pod size. Pods may not contain less than three or more than five players, and tournament officials must maximize the number of four-person pods. **Example:** If nine players are registered for a draft tournament, they should be seated in two pods: one with four players and one with five. They should **not** be seated in three pods with three people each.

A tournament official then distributes two new Booster Packs to each player. Each player must receive same product. For example, if one player receives a *Clone Strike* Booster and *Rebel Storm* Booster, all players must receive a *Clone Strike* Booster and *Rebel Storm* Booster.

Active Player Rotation

The player drafting first from the stat cards presented on the table is called the *active player*. The first active player is the participant in the first seat, designated by the judge. All players in each drafting pod serve as the active player once for each Booster Pack group, with the active player moving between players as follows:

- In a clockwise direction for the first Booster Pack group (beginning with the first active player)
- In a counterclockwise direction for the second Booster Pack group (starting with the last active player in the first group).

Table Preparation

Each active player lays out stat cards of one Booster Pack face up on the table, with the stat cards facing him or her and the models set aside from the drafting area. Players are given 30 seconds to review the cards before drafting begins. At the end of the 30-second review, the active player drafts the first stat card. Then each player in turn has 10 seconds to review and draft from the remaining stat cards. If a player fails to select a card in that time, the pod judge issues that player the highest-cost stat card still remaining from the booster pack.

Draft Order

The draft order moves in a horseshoe pattern, beginning with the active player and continuing around the table to the last participant in the group who has not yet drafted a stat card. The last player in the group selects a second stat card, and then the draft continues in reverse order, moving back toward the first player. Once the draft is completed, all players should have the same number of miniatures.

Example: Four players are seated at a table. They are numbered 1-2-3-4 in clockwise order. The draft runs in this pattern:

<i>Player 1 opens</i>	<i>Player 2 opens</i>	<i>Player 3 opens</i>	<i>Player 4 opens</i>
<i>1st Booster Pack</i>	<i>2nd Booster Pack</i>	<i>3rd Booster Pack</i>	<i>4th Booster Pack</i>
Player 1 drafts	Player 2 drafts	Player 3 drafts	Player 4 drafts
Player 2 drafts	Player 3 drafts	Player 4 drafts	Player 1 drafts
Player 3 drafts	Player 4 drafts	Player 1 drafts	Player 2 drafts
Player 4 drafts	Player 1 drafts	Player 2 drafts	Player 3 drafts
Player 4 drafts again	Player 1 drafts again	Player 2 draft again	Player 3 drafts again
Player 3 drafts	Player 4 drafts	Player 1 drafts	Player 2 drafts
Player 2 drafts last	Player 3 drafts last	Player 4 drafts last	Player 1 drafts last
<i>Player 4 opens</i>	<i>Player 3 opens</i>	<i>Player 2 opens</i>	<i>Player 1 opens</i>
<i>5th Booster Pack</i>	<i>6th Booster Pack</i>	<i>7th Booster Pack</i>	<i>8th Booster Pack</i>
Player 4 drafts	Player 3 drafts	Player 2 drafts	Player 1 drafts
Player 3 drafts	Player 2 drafts	Player 1 drafts	Player 4 drafts
Player 2 drafts	Player 1 drafts	Player 4 drafts	Player 3 drafts
Player 1 drafts	Player 4 drafts	Player 3 drafts	Player 2 drafts
Player 1 drafts again	Player 4 drafts again	Player 3 drafts again	Player 2 drafts again
Player 2 drafts	Player 1 drafts	Player 4 drafts	Player 3 drafts
Player 3 drafts last	Player 2 drafts last	Player 1 drafts last	Player 4 drafts last

Booster Pack Draft Rules

Players may not communicate with others during a draft.

After the 30 second review, if a player picks up a stat card, that card is considered drafted and the player may not select a different stat card. Players should only touch stat cards if it is their turn to draft.

During the draft, players must display all stat cards they drafted stat side face up in view of all players.

After each booster pack is drafted, players should collect the models that match the stat cards they drafted.

Draft Squad Construction and Registration

Once the draft is completed, players will have 20 minutes to build and register their squads from the miniatures they drafted.

Squads may not contain more points than the limit specified by the format category.

Players may choose their terrain map during squad registration and should indicate their choice on their squad registration form.

In **Draft** tournaments, a player's squad must be a Light or Dark squad using the following faction rules:

- A **Light side squad** may contain Old Republic, Republic, Rebel Alliance and New Republic miniatures.
- A **Dark side squad** may contain Sith, Separatists and Empire miniatures.
- Fringe, Mandalorian and Yuuzhan Vong miniatures can be used in **either** Light or Dark side squads.

Draft Tournament Round Procedures

Under most circumstances, players should only play against other players in their draft pod. However, it is sometimes necessary to set up matches between people from different pods with the squads built from the first draft. In this case, the organizer need not conduct a second draft. Choice of map, which player sets up first and which player goes first are as per Section 640 (Rules for Sealed Tournaments)

660. RULES FOR DYNAMIC DUO TOURNAMENTS

Using only two characters, each player builds a squad totaling exactly 100 points. Normal faction rules apply. Reinforcements and Reserves abilities are ignored. Each phase, players activate 1 character instead of two.

The following character's special ability is not permissible for use in the Dynamic Duo format:

Boba Fett, Bounty Hunter – Disintegration.

670. Scoring and Standings (All Tournament Formats)

Victory

In all tournament formats, a victory shall be awarded 3 match points to the winner of the match. A victory is declared when the match is completed by one of the players by either destroying his opponent's entire squad or by scoring the required number of victory points (for example in a 150 point match victory is declared when 150 or more points is scored). A bye for the round is considered a complete game victory and shall be awarded 3 match points.

Victory by Tiebreaker

In all tournament formats, a victory by tiebreaker shall be awarded 2 match points to the winner of the match. Victory by tiebreak occurs when time is called for the match or five rounds have passed without a player making an attack, making a saving throw or taking damage and the normal victory conditions have not been met for the match. The player winning the match as determined by Section 616 will then receive 2 match points for their victory.

Victory by Concession

In all tournament formats, a victory by concession shall be awarded 3 match points if the game is conceded prior to the halfway point in the match, typically 30 minutes. After the halfway point, a player conceding will need to call for the judge to determine the match points. The game must be very lopsided for a judge to award the full 3 points after the halfway point. Otherwise it will be 2 points.

Loss

In all tournament formats, a loss in which the player scores half or more of the build total (for example in a 150 point match he should score 75 or more) shall be awarded 1 match point. Any loss where this does not occur shall be awarded 0 match points.

Standings

Standings in a tournament, for declaring a tournament winner, shall be determined by match points. In the event of multiple players being tied for match points the following shall be used to determine the final standings:

1. Total Wins-The player with the most wins.
2. Head to Head Matchups – The player who has won any head to head matchups would be ahead of the loser in a head to head matchup.
3. SOS 1- The players strength of schedule minus the player's worst win.
4. SOS 2- As 3, factoring only the defeated players.
5. SOS 3-The players full strength of schedule
6. Roll Off-tied players will roll a D20, highest roll placing above the rest.

APPENDIX A—CHANGES FROM PREVIOUS VERSIONS**Changes from the January 2014 version:**

Updated Tournament scoring: Awarding 1 point for losses that score half or more of the build total.
Updated Gambit scoring (under victory conditions) from 5-10 in 200 point matches.

APPENDIX B—DEFINITION OF TERMS

Constructed: A tournament in which players bring their own squads. Squads are built from a large pool of miniatures, depending on the exact format.

DCI: Organization dedicated to developing and maintaining tournament structures for trading card and miniatures games. Formerly an acronym for Duelists' Convocation International, the name is now simply the **DCI**.

Judge: Someone making sure the tournament is run fairly and efficiently.

Limited: A tournament in which players build their squads from miniatures they open or draft during the tournament.

Match: A game or series of games between two players or teams that determines a winner. In *Star Wars* Miniatures, there is one game per match.

Tournament Organizer: The person responsible for where and when the tournament happens. This person is also responsible for sending the results to the **SWMGPA** so that players' ratings are updated appropriately.

Rating: A numeric value published by the **SWMGPA** that indicates a player's past performance in SWMGPA-sanctioned tournaments.

Single Elimination: A competition structure that eliminates players after one match loss. It may be necessary to award byes in the first round to create a situation in which there will be only two undefeated participants playing off in the last round of the event.

Swiss Rounds: Competition structure that allows players to participate in every round of the tournament. Single-elimination final rounds may follow Swiss rounds in some tournaments.

SWMGPA: Star Wars Miniatures Gamers Players Association. This organization has effectively replaced the DCI as a governing body to the game. All match play and rated tournaments will be governed by this body with DCI discontinued support of Star Wars Miniatures.

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Appendix C: Restricted Map Lists

Restricted A
(The Civilian Sector)

Cloud City (WotC)
Theed Palace (JC)
Offworld Shipping (MoM)
Mining Colony:Upper (MoM)

Restricted B
(Tatooine)

Rancor Pen (WotC)
Jabba's Palace (JC)
Anchorhead (JC)
Cantina (JC)

Restricted C
(Hidden Bases)

Cmdr's Office (WotC)
Asteroid Base (JC)
Bothan Spynet (JC)
Command Deck (MoM)

Restricted D
(Force Locales)
Dark Academy (JC)
Great Library (JC)
Rhen Var Citadel (JC)

Appendix D: Standard Map List

Rebel Storm Ultimate Missions Mos Eisley
Revenge of the Sith starter Power Regulation Chamber map
Rebel Storm starter Tractor Beam Reactor Coupling map
The Clone Wars starter Freight Transit Station map
The Clone Wars Map Pack Rattatak Arena map
Felucia (JC Map Pack 1)
Dxun Camp (JC Map Pack 1)
Taris Lower City (JC Map Pack 1)
Black Pit Slums (JC Map Pack 2)
Old Casino (JC Map Pack 2)
Korriban (JC Map Pack 2)
Mos Eisley Docking Bay (JC Map Pack 3)
Mos Eisley Marketplace (JC Map Pack 3)
Mos Eisley Residence (JC Map Pack 3)
Star Forge (JC Map Pack 3)
Outer Rim Fueling Station (JC Map Pack 3)
Yavin Ruins (JC Map Pack 3)
Spicemines of Kessel (JC Map Pack 4)
Exodus Class Cruiser (MM MoM 1)
Off World Transport Facility (MM MoM 3)
Swamp Caves (MM MoM 2)
Remote Listening Post (JC League Kit 2)
Commercial Spaceport (JC League Kit 2)
Outlaw City (JC League Kit 3)
Sinkhole (JC League Kit 3)
Modular Base (JC League Kit 4)
Strike Force Carrier (MoM Mass Transit III)
Boarding Action (MoM Mass Transit III)
Hangar Deck (MoM Battle Stations II)
Security Deck (MoM Battle Stations II)
Revenge of the Sith Ultimate Missions Throne Room map (2007 Starter)
Attack on Endor Hall of Judgment map

Appendix E Open Map List

Clone Wars Battles Muunilinst Commerce Plaza map
Knights of the Old Republic poster Taris Undercity map
Battle of Hoth Echo Base Outpost map
Attack on Endor Bunker map
Clone Strike Ultimate Missions Geonosis Arena Pit map
Revenge of the Sith Ultimate Missions Mustafar Plateau map
The Clone Wars starter Christophsis map
Clone Wars Battles Christophsis (Intact) map
Star Wars Miniatures 2007 starter Korriban map
Legacy of the Force Ossus Landing Platform map
The Clone Wars Map Pack Nelvaan Snow Fields map
The Clone Wars Map Pack Teth Courtyard map
The Clone Wars Map Pack Crystal Caves of Ilum
The Clone Wars Map Pack Coruscant Streets Map
The Clone Wars Map Pack Teth Monastery map
Jedi Enclave (JC Map Pack 1)

Echo Base (JC Map Pack 1)
Ugnaught Mines (JC Map Pack 2)
Mustafar (JC Map Pack 2)
Khoonda (JC Map Pack 2)
Kashyyk Treetop City (JC Map 2)
Mos Eisley Town Hall (JC Map Pack 3)
Yavin Sanctuary (JC Map Pack 3)
Royal Palace (JC Map Pack 4)
Grand Atrium (JC Map Pack 4)
Desert Sanctum (MM MoM 2)
Badlands (MM MoM 4)
Deep Caverns (MM MoM 4)