

# TUMULT 2018

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## 3 NOVEMBER 2018 X-WING 2.0 TOURNAMENT PLAYER'S PACK



Lists need to be submitted by 31 October 2018

V 1.0

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NEW SOUTH WALES  
**NORTHERN KNIGHTS**  
**WARGAMING CLUB**



# **GENERAL INFORMATION**

## **WHEN:**

Saturday 3 November 2018. Check in is 8:45 - 9:15 am for a 9:30 am start.

## **WHERE:**

Activities Centre - Thornleigh Community Baptist Church.  
The corner of The Esplanade & Duffy Ave, Thornleigh 2120.

## **TRAVEL and PARKING:**

There is adequate parking next to the Activities Centre. If traveling by train it is a 10-15 minute walk from Thornleigh Railway Station.

## **COST:**

**Entry fee is \$27.50 inc GST.** Electronic Funds Transfer (EFT) is the preferred payment method to BSB: 082 309 and Account Number: 53 961 9632 Account Name: Strategic Simulations and Software. Please use first 5 letters of surname & add \_XWING, i.e. SMITH\_XWING.

## **REGISTRATION:**

This will only be done online at [www.40kcampaigns.com](http://www.40kcampaigns.com) and **should be done by 31 October 2018.** **Late entries/Entries on day may be taken but places cannot be guaranteed as they are limited.**

## **NUMBER OF GAMES:**

It is planned that there will be 4 Swiss Rounds played. (75 minutes each)

## **RULE SET:**

Tumult 2018 will be played using the X-Wing 2.0 rules and all additional rules and errata published by Fantasy Flight Games. For the official Rules & FAQ/Errata please see:

<https://www.fantasyflightgames.com/en/products/x-wing-second-edition/>  
<https://community.fantasyflightgames.com/topic/277390-x-wing-official-rulings/>

- When time is called the ONLY phase that can complete is the Engagement phase. All other phases must cease immediately.
- Unless specifically stated FFG Tournament Regulations V1.0 will apply.
- Non FFG indicator tokens will be allowed, however if a player's opponent is not satisfied that they are clear enough between active and inactive then they can request the player to use FFG indicator tokens. In the case of a disagreement then the Marshall/Judge will decide.
- All lock tokens used must clearly identify with the matching lock displayed on the originating ship.

- Players must make clear to their opponents the starting number of force or charge tokens with each of their ships. When expending force or charge tokens players must make clear to their opponent that they are using active force or charge tokens. When recharging a force or charge tokens players must advise their opponent.
- Strength of schedule will not be used in resolving a tied situation.

### **SQUADRON LISTS:**

Squadrons may be built to a maximum of **200 points from a Single Faction and must consist of between 2 and 8 ships.**

Tumult 2018 will be using 'Extended' format for Squadron Building so may use components from 2.0 Wave 1 & Conversion Packs. (All ships must be FFG Models - no substitutes)

Lists should be emailed to [support@40kcampaigns.com](mailto:support@40kcampaigns.com) by **31 October 2018. Late entries will be taken but lists containing errors may have the incorrect items removed.**

### **EACH PLAYER MUST BRING:**

1. Their Squadrons (ships, dials, bases, tokens, all associated pilot/upgrade cards & 3 obstacles)
2. X-Wing rule book
3. Dice
4. Damage deck
5. Movement templates & range ruler
6. Squadron list x2 (Hard copy - for opponent to view)

### **PRIZES:**

A unique Trophy awarded for 1st place (depending on numbers this will increase)

### **CONTACT & QUESTIONS:**

You can post questions on the Tumult 2018 event on facebook:

[www.facebook.com/NSWNorthernKnights](https://www.facebook.com/NSWNorthernKnights)

Marshall/Judge: Wayne Lauter [support@40kcampaigns.com](mailto:support@40kcampaigns.com)

### **TIMES:**

Saturday 3 November:

8:45 to 9:15 - Check in/Registration

9:15 to 9:30 - Briefing

9:30 to 10:45 - Game 1 (75 minutes)

11:00 to 12:15 - Game 2 (75 minutes)

12:15 to 13:15 - Lunch

13:15 to 14:30 - Game 3 (75 minutes)

14:45 to 16:00 - Game 4 (75 minutes)

16:15 to 17:00 - Pack Up/TO Score Calculation & Awards Presentation