Star Wars™: Unlimited Tournament Regulations

v.1.4, Last Updated 7/11/2025
Notable changes from the previous version are marked in **blue**.

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1. Introduction

With efforts to ensure all *Star Wars™*: Unlimited events are run consistently, this document is in place to provide regulations that all Event Organizers, Judges, Event Staff, Players, and Spectators are required to adhere to at all official tournaments.

Each participant at a *Star Wars*: Unlimited tournament is expected to have read and understand this document and the documents listed below, as well as adhere to the regulations within.

Use the table below to ensure you have the most up to date version of this document, along with all other documents used in conjunction with this document for *Star Wars*: Unlimited events:

Star Wars: Unlimited Tournament Regulations (this document)	https://starwarsunlimited.com/organized-play
Star Wars: Unlimited Comprehensive Rules	https://starwarsunlimited.com/how-to-play?chapter=rules
Fantasy Flight Games Master Event Document	https://starwarsunlimited.com/organized-play

2. Tournament Play

2.1 Valid Unlimited ID Number

Star Wars: Unlimited identification and player rankings will be tied to Unlimited Identification Numbers (UID). You must register for a UID at StarWarsUnlimited.com in order to participate in official *Star Wars*: Unlimited events. Information on how to register for a UID can be found here. It is each player's responsibility to provide their UID at all official events. An individual person's UID belongs to that person alone and may not be used by anyone else for any reason.

***Note:** Your UID is directly linked to your AsmoConnect account. If you already have an AsmoConnect account, please follow the steps found here to log into your *Star Wars*: Unlimited account.

Each user is responsible for ensuring their UID information is kept up to date. This includes, but is not limited to, name, contact information, and reviewing tournament history for accurately reported results. If you have any additional questions or concerns regarding your UID, please reach out to StarWarsUnlimited@fantasyflightgames.com.

2.2 Event Tiers

2.2.1 Casual Tier

Casual-tier events are low-stakes, accessible events that anyone interested in Organized Play can participate in. The following events are considered Casual-tier events:

- Prerelease Events
- Weekly Play
- Store Showdowns
- Side events at larger tournaments

While the Prerelease and Store Showdown events have tournaments tied to them, they are introductory events into the *Star Wars:* Unlimited trading card game and should be treated as such. The focus of all Casual events is on providing a fun and friendly environment where new players can learn and enjoy the game alongside longtime veterans.

While Judges should enforce rulings and assess penalties for player mistakes and other infractions, they should also use these events as a way to educate players and provide a forum to learn appropriate gameplay habits. Note that official Judges are not mandatory for Casual-tier events (they *are* mandatory for Competitive-tier events).

Store Showdown events will be held using the **Premier** rules set forth in **2.3.1 Constructed Formats**. Prerelease Events will use the **sealed play** rules set forth in **2.3.2 Limited Formats**.

Note: Even though there is a single and universal set of rules for the Premier format, we want to encourage Event Organizers and Judges who are hosting a Casual event to curate their event to the specific needs of their community of players. This includes the rules, penalties, prize distribution, tournament type and structure, etc. The needs and enjoyment of the players must be at the heart of any deviation from the standard Premier format.

2.2.2 Competitive Tier

Unlike the Casual Tier of events, Competitive-tier events are designed for players with at least an intermediate understanding of *Star Wars:* Unlimited rules and gameplay. At this tier of events, players will always bring a constructed, tournament-legal deck. (See **3.3 Legality**.) These events will offer tournament points for top-placing participants along with additional prizing depending on the event. The following events are considered Competitive-tier events:

- Planetary Qualifiers
- Sector Qualifiers
- Regional Qualifiers
- Galactic Championship

All Qualifier events are open to the public and do not require an invitation to participate. The Galactic Championship is an invitation-only event where participants who have earned enough tournament points throughout the Organized Play "season" will have the opportunity to challenge other top players from around the world and compete to earn the title of Galactic Champion.

2.3 Formats

There are several different formats that players can participate in, divided into two primary categories: **constructed formats** and **limited formats**. While all Competitive-tier events will utilize the Premier constructed format, there are rules and regulations for the other formats to ensure fun and fair gameplay for all participants.

2.3.1 Constructed Formats

There are two constructed formats: **Premier** and **Twin Suns**. For events that utilize these formats, each player must build their deck ahead of time and bring it to use during play. Each

constructed format has slightly different deckbuilding rules, described in their respective section below.

2.3.1.1 Premier

The Premier format is the standard format for all Competitive-tier *Star Wars:* Unlimited events. A legal Premier deck consists of the following:

- Exactly 1 leader and exactly 1 base
- A minimum 50-card draw deck
- A sideboard of up to 10 cards (Note: leaders and bases cannot be included in the sideboard)
- All cards must be from sets designated as "Premier-legal," which currently is any officially-released set.

Between the draw deck and sideboard, **there can be no more than three (3) copies of any card**. For this purpose, a "copy" is any card that shares a title **and** subtitle with another card, regardless if they have different art, foiling, or graphic design elements.

2.3.1.2 Twin Suns

The Twin Suns format utilizes the multiplayer rules found in Sections 11 and 12 of the *Star Wars*: Unlimited Comprehensive Rules. A legal Twin Suns deck consists of the following:

- Exactly 2 leaders, both of which must share either the Heroism (white) or Villainy (black) aspect
- Exactly 1 base
- A minimum 50-card draw deck
  - o Note: after the game's fourth set is released, the minimum deck size for the Twin Suns format will increase to 80 cards.
- Sideboards are not permitted at Twin Suns events.

For Twin Suns events, a draw deck **cannot have more than one copy of any card**.

2.3.2 Limited Formats

There are two limited formats: **draft play** and **sealed play**. For these formats, deck construction takes place at the beginning of the event. Players may not come with a prebuilt deck for these events. Players build their decks at the beginning of the event using product handed out by the Event Organizer. For both limited formats, deck building rules are as follows:

- Exactly 1 leader and exactly 1 base
- A minimum 30-card draw deck
- All additional cards received and not included in the draw deck are considered part of a player's sideboard (except for leaders and bases, which cannot be included in the sideboard)

Players have 30 minutes to build their deck. Players may include as many copies of any card they like, as long as all copies of the card were opened from product provided by the Event Organizer for that specific event.

Note: When playing in a limited format, players are permitted to change the construction of their deck at any time in between games.

2.3.2.1 Draft Play

During a draft event, players sit around a table as a group. (8 players per group is recommended. The Event Organizer can choose to make the group smaller or larger as needed.) Each player opens three booster packs* and takes out the leader cards, keeping the remaining cards of each pack in their separate stacks without looking at them.

Each player chooses one of their three leaders to keep and passes the other two to the **right**. Then, each player chooses one of the two leaders that was just passed to them and passes the other to the **right.** After this point, each player should have three leader cards; one that they started with, and two that were passed to them by other players.

Next, each player chooses one of the booster packs that they opened. The common base/token card from that pack is placed in a pile at the center of the table, and then each player chooses one card to keep from the pack before passing the other cards to the player on their **left**. They then draft their next card from the cards they received from the player on their right.

This continues until all cards from the first booster pack have been drafted. Then, the process repeats for the second booster pack, except this time players pass cards to the **right**.

After all the cards from the second booster pack have been drafted, the process is repeated one more time with the third pack, once again passing cards to the **left.**

Before choosing their first card from a pack, players have one minute to review their pack in its entirety and make their first selection. In Casual events, players can review what they have already drafted in between picks, but should be mindful not take too much time when doing so. In Competitive events, players are not permitted to review what they have already drafted while actively drafting cards from a pack. Players have 30 seconds in between packs to review what has already been drafted.

When participating in a **Competitive-tier** draft, players should abide by the following time constraints when selecting the cards they wish to draft:

- Leaders
  - 3 cards remaining – 15 seconds
  - 2 cards remaining – 10 seconds
- Pack Cards
  - 14 cards remaining – 60 seconds
  - 12 to 13 cards remaining – 40 seconds each
  - 10 to 11 cards remaining – 30 seconds each
  - 8 to 9 cards remaining – 25 seconds each
  - 7 cards remaining – 20 seconds
  - 6 cards remaining – 15 seconds
  - 4 to 5 cards remaining – 10 seconds each
  - 2 to 3 cards remaining – 5 seconds each

When drafting, players should be mindful of how many cards are in each pack they look at and how many cards they pass to the next player. This ensures that all players receive the appropriate number of cards in each pack.

When drafting, players should follow a "three zone" system. Only one pack of cards should ever be in each of these zones: Zone One is the pack in a player's hand that they are currently picking from; Zone Two is the pack that they are passing to the next player; and Zone Three is the next pack of cards being passed to them.

All players must follow the deckbuilding guidelines for this event set forth in **2.3.2 Limited Formats** above.

While players are limited to using a leader acquired from one of their packs, they may use any common base from the used set that they wish when constructing their deck.

Players are not permitted to trade cards they have drafted or use cards from outside their drafted cards when building their deck.

*Note: Booster packs being used for draft play are not owned by any individual player. A card is owned by a player once that player picks the card from their current pack or a selection of leaders.

2.3.2.2 Sealed Play

Prerelease Events utilize the sealed play format. It is also a commonly used format for Weekly Play events.

During a sealed event, each player receives six booster packs. Players open all six of their booster packs and use only the cards obtained in those six booster packs to build their deck.

All players must follow the deck building guidelines for this event set forth in **2.3.2 Limited Formats** above.

While players are limited to using a leader acquired from one of their packs*, players are able to use any common base from the used set that they wish when constructing their deck.

*Note: For Prerelease Events specifically, players can also choose to use one of the promo leader cards they acquired from their Prerelease Box.

Players are not permitted to trade cards they acquired from their packs or use cards from outside their acquired cards when building their deck.

3. Tournament Preparation

When attending a *Star Wars:* Unlimited event, there are several steps all attendees should take to ensure they comply with this document. The following sections will outline what is required from each type of attendee.

3.1 Player Responsibilities

3.1.1 Identification

Players are expected to be able to provide photo identification when registering for all Competitive-tier events when requested by event leaders. Valid forms of identification are driver's licenses, state ID cards, passports, school ID cards, and birth certificates (for minors without another valid form of ID). Each player is required to have the name linked with their UID match the name on their valid photo identification. If a player is undergoing a name change that is not yet reflected on their valid form of ID, that player should reach out to the Event Organizer prior to the beginning of the event.

Players who are less than 16 years old must present their ID while accompanied by a legal guardian in order to register for an event. The guardian must also present their own valid form of ID during the player's registration.

3.1.2 Legal Deck

For events utilizing a constructed format, it is each player's responsibility to come to the event prepared with a legal deck following the guidelines laid out in **2.3.1 Constructed Formats** and **3.2 Legality**.

In Competitive-tier events, players must store only the contents of their main deck and sideboard in their deck box. Additional cards stored in a deck box will be considered a part of the sideboard, with a few exceptions:

- Common bases used as tokens
- Cards that were distributed to players as part of that tournament
- Cards that are in a separate section of the deck box that is not accessed during the match
- All cards in the deck box if the player presented their sideboard facedown at the beginning of the match

When using a deck box that is capable of storing more than one full deck, it is recommended that only one deck be in the box during Competitive-tier events to ensure no unwarranted penalties are issued.

For events utilizing a limited format, players are required to follow the rules in deck construction set forth in **2.3.2 Limited Formats**.

3.1.3 Legal Deck Lists

It is each player's responsibility to provide a legal deck list when playing in a Competitive-tier event. A legal deck list consists of the following elements:

- Player first and last name
- Player UID
- Leader
- Base
- Draw deck and sideboard composition

Cards listed on deck lists should be uniquely identifiable by only looking at the deck list. Unique cards should be listed with their subtitle and/or set and card number.

Players are required to submit their deck list to the Event Organizer prior to the start of the event (see **4.4.1 Deck List Review** for more information).

At Casual-tier events, deck lists are not required.

3.1.4 Card Sleeves

Card sleeves are mandatory for a player's draw deck when playing in Competitive-tier events. All card sleeves must be the same size and the same color or art design for both the draw deck and sideboard.

At Competitive-tier events, if a card sleeve breaks or is damaged enough to cause a marked card situation, it is the player's responsibility to replace the card sleeve immediately with a sleeve that is identical to the rest of that player's deck.

At Casual-tier events, sleeves are not required but are highly encouraged. Sleeves can protect a player's cards while also lowering the possibility of having a marked card situation.

For more information about marked cards and the associated penalty, refer to **Part 2, Section 3.4** of the Fantasy Flight Game Master Event Document.

3.1.5 Damage Counters and Tokens

It is each player's responsibility to provide enough damage counters and tokens to support their side of the game. This includes, but is not limited to, damage counters for units and base, initiative marker, experience and shield tokens, and epic action reminder tokens. Other methods of tracking damage—such as using dice instead of counters—are permitted, so long as the game state is clear to all players at all times. As a reminder, it is mandatory to track damage up from 0.

3.1.6 Note Taking

At any level of event, players are allowed to take notes and refer to them while the match is in progress. If a player chooses to take notes during a match, there are requirements that must be followed:

- Notes must be taken in a timely fashion and must not disrupt the pace of play
- At the beginning of each match, the player must start with a fresh sheet of paper that does not have any previous notes written on it
  - Any type of paper can be used for note taking, including lined or graph paper
- At the beginning of the match, the player must show the sheet of paper to their opponent, who should confirm that no previous notes are written on it
- Players are allowed to fold their note paper if desired, but the note paper must be visible to their opponent at all times
- Players are not required to reveal their notes to other players at any time
- Players <u>must</u> show and explain their notes to a Judge upon request
- Players may not transcribe their opponent's deck list into their notes
- Players may not reference notes from previous matches during an unrelated match
- Electronic devices may be used for taking notes, so long as the following conditions are met:
  - Messages cannot be received during the game (i.e. the device should be in airplane mode or have no ability to connect to the internet).
  - The device's screen must stay visible to both players for the entirety of the game.

- For events utilizing the draft play format, players may not take notes while drafting or use any outside notes during the drafting process

Note: It is common for players to track the damage on both their base and their opponent's base in their notes. Per the game rules, if there is ever a discrepancy between the damage tracked on the base itself through physical components and the damage tracked in an individual player's notes, the damage tracked on the base itself is the amount used.

3.2 Legality

3.2.1 Cards

Star Wars: Unlimited has new sets released on a regular basis. Cards are legal for tournament play the same day the set is officially released. Cards obtained in a Prerelease Event are only legal for the event they were obtained in and are not legal for any other event until the set is officially released. Cards that have been released in a previous set that have been reprinted in a newer set are legal to be used, even while the rest of that set is not yet legal.

The following sets are legal for Premier format events:

- *Spark of Rebellion*
- *Shadows of the Galaxy*
- *Twilight of the Republic*
- *Jump to Lightspeed*
- *Legends of the Force*

Effective November 8, 2024, Boba Fett (Collecting the Bounty) is suspended from the Premier format.

Effective April 11, 2025, Jango Fett (Concealing the Conspiracy), Triple Dark Raid, and DJ (Blatant Thief) are suspended from the Premier format.

If an official card has the same title <u>and</u> subtitle (when applicable) as a card from a Premier-legal set, then that card is also legal for Premier.

Demo and beta versions of cards (designated by a "Demo" or "Beta" label) are not legal under any circumstances, even if they are identical to the final, officially-released versions of those cards.

Players are permitted to use cards that have been autographed (i.e., by an FFG staff member, an artist, a celebrity, etc.), so long as the autograph is on the front of the card (or either side, if the card is double-sided). If the autograph covers up any amount of text on the card, the player should have an additional copy of the card on hand that is unmarked for their opponent to reference. No other alterations are allowed, regardless if the event is Casual or Competitive.

Examples of illegal alterations include but are not limited to:

- Stickers applied to any part of the card
- Folds or creases, intentional or otherwise
- Custom variants with unofficial alternate art or graphic design
- Doodles or drawings

Altered cards are not considered legal for official Organized Play events. If a player includes an altered card in their deck, they must replace it with an unaltered, official version and are issued a penalty in accordance with the Marked Cards guidelines found in **Part 2, Section 3.4** of the Fantasy Flight Games Master Event Document.

3.2.2 Sleeves

As previously stated, sleeves are required for a player's draw deck at all Competitive-tier events and are highly encouraged at Casual-tier events. When using sleeves, players must follow these guidelines:

- All sleeves on the draw deck must be identical in size, color, and art design, while also ensuring that the deck is not marked.
    - If the sideboard cards are using sleeves, they must also be identical to the rest of the deck.
- All cards in the draw deck must be put into sleeves with an identical orientation.
- A maximum of one card can be in a sleeve at a time.
- Sleeves with highly reflective backs and holographic fronts are not permitted.
- Sleeves with graphics on the front that hinder being able to see card text are not permitted.
- Sleeves with artwork are permitted.
    - However, for featured games (i.e., during a livestream), sleeves are required to be either solid colors with no artwork or officially licensed *Star Wars*: Unlimited sleeves.
    - A Judge may, at their discretion, deem certain art sleeves to be inappropriate and request that the player replace them with an acceptable alternative.
- Cards may be double- or triple-sleeved (two/three sleeves on one card) as long as the extra sleeves are completely clear with no additional markings on them.

3.2.3 Game Mats

Players are permitted to use game mats during their matches. For featured games (i.e., during a livestream), game mats are required to be either solid colors with no artwork on them or officially licensed *Star Wars*: Unlimited game mats.

A Judge may, at their discretion, deem certain game mats to be inappropriate and request that a player use an acceptable alternative game mat instead.

3.2.4 Regarding Materials in Other Languages

A player's deck can include cards in any number of languages, so long as each card is a legal, officially-released *Star Wars*: Unlimited card.

While playing a match, if a player asks for clarification about the abilities of a card in a language they don't understand, the original English version of that card is used as a reference.

Whenever a Judge makes a ruling related to the effects of a card, they do so based on the original English version of that card.

4. Tournament Concepts

4.1 Round Types

4.1.1 Swiss Rounds

During each round of Swiss, players are paired with opponents that have the same win/loss ratio as much as possible while also preventing players from facing the same opponent more than once. Swiss rounds can be played either as **single game** matches (see **4.2 Single Game Matches**) or as **best-of-three** matches (see **4.3 Best-of-Three Matches**).

For the first round of Swiss, players are paired against each other randomly. For each round after the first, each player is paired at random against another player with the same win/loss ratio as themselves.

To determine pairings, take the group of players with the highest win/loss ratio and pair them at random. If there is an odd number of players in that group, pair the remaining player with a random player from the group with the next highest ratio. Then, pair all remaining players in the second group at random. Continue this process until all players are paired. **Note:** If your event is utilizing Melee.gg, then the software will handle this process for you.

At the end of Swiss rounds, player rankings are determined by who has the highest win/loss ratio. If multiple players have the same win/loss ratio at the end of Swiss rounds, player rankings are determined via a set of tiebreakers identified in **5.6 Tiebreakers**.

If there is an odd number of players in the tournament, a player at random receives a bye in the first round. This is treated as if they had won their match for that round. In later rounds, if there is an odd number of players remaining in the tournament, the bye is given to the lowest-ranked player who has not yet received a bye.

4.1.2 Single Elimination

Single elimination typically happens after all Swiss rounds have finished. During a single elimination bracket, the winner of each round moves on to the next leg of the bracket while the person who did not win is eliminated from the tournament. Elimination rounds are usually used after a progression cut to the top 4, 8, 16, 32 or 64 players and continue until only one player remains and is named the winner of the tournament. During elimination rounds, players play best-of-three matches (see **4.3 Best-of-Three Matches**).

When setting up a single elimination bracket, if the number of players is divisible by four, the bracket will have the player with the highest ranking face off against the player with the lowest ranking at the end of Swiss. The second-highest player will play against the second-lowest, the third-highest against the third-lowest, and so on until all players are paired.

Example: For the first round of an 8-player bracket, the 1st place player plays against the 8th place player, the 2nd place player plays the 7th place player, the 3rd place player plays the 6th place player, and the 4th place player plays the 5th place player.

If a player drops from the tournament after single elimination rounds begin, that player's current opponent—or next opponent, if the player drops between rounds—receives a bye for the round.

4.2 Single Game Matches

Single game match play is exclusively used during Casual-tier events, depending on a store's individual needs. All Prerelease Events utilize single game match play. Store Showdown events can be single game match play or best-of-three match play. During single game rounds, players will play one game each round with the winner of that game winning the match. Players are not permitted to use sideboards during single game match play.

Note: While the Twin Suns format also utilizes single game matches, it uses its own special rules regarding round time, match resolution, and number of rounds. As such, these sections are only referring to single game matches for head-to-head formats (Premier, draft play, and sealed play).

4.2.1 Round Time

During single game match play, players will have 25 minutes each round to complete their match.

4.2.2 Single Game Match Resolution

During single game match play, the first person to win the game (by destroying their opponent's base) is the winner of the match. If time is called before either player has resolved the game to completion, players continue play until the end of the **next** action phase (if the game is in the regroup phase when time is called, then the upcoming action phase will be the last phase played).

If neither player has managed to win by the end of that last action phase, then neither player has won the game, and the match ends in a draw.

As a reminder, a player can concede at any time before the end of the game.

4.3 Best-of-Three Matches

Best-of-three match play is used at all Competitive-tier events. Store Showdowns can also utilize best-of-three matches, depending on a store's needs. During these matches, players will typically play up to three games where the winner of the match is the person who wins two out of the three games. Additionally, if a player has lost two out of three games, their opponent is the winner of the match.

Note Regarding Initiative: At the beginning of the first game of a best-of-three match, randomly determine a player. That player chooses who starts with initiative. For each game after the first, the player who lost the previous game chooses who starts with initiative.

If a new game is about to begin after a game that had no clear winner (for example, the previous game ended in a draw), the player who had the initiative for the previous game decides who starts with initiative.

4.3.1 Round Time

During best-of-three match play, players will have 55 minutes to complete their match. During a top cut, this is extended to 75 minutes.

4.3.2 Best-of-Three Match Resolution

During best-of-three match play, the first person to win two games is the winner of the match. That said, there can be several situations where a clear winner cannot be decided by this rule, such as when time is called before either player has won two games. The following section details how to resolve a match during unusual situations:

If both bases are destroyed simultaneously, the game ends in a draw, and it does not count toward either player's win total. Players must start a new game and continue playing until one of them wins two games or time is called.

When time is called, the players must finish the current in-game round (action phase and/or regroup phase), then play through one last action phase. At the end of this final action phase, the game immediately ends, without players proceeding to the regroup phase. If, at that point, the game still has no clear winner, then the game ends in a draw. Consult the table below to determine the winner of the match.

When time is called, if the players were in between games, then they do not start a new game. The match has ended. Consult the table below to determine the winner of the match.

The following table provides the proper resolution for the different situations that can occur from time being called:

Type of Round	Situation When Time is Called	Resolution
Swiss	Both players have won the same number of games	The match ends in a draw, which does not count as a win for either player in the tournament.
Swiss	Player A has won more games in the match than Player B	Player A wins the match, and Player B receives a loss.
Elimination	Both players have won the same number of games	When the current game ends, the player with the most remaining HP on their base wins the match. If there is a tie in remaining base HP, then the player who had the initiative when the game stopped wins the match. If time was called between games, players do not start a new game but do check who would have started with initiative. The player who would have started with initiative at the beginning of the next game wins the match (see **4.3 Best-of-Three Matches** for information on who decides who starts with initiative).
Elimination	Player A has won more games in the match than Player B	Player A wins the match, and Player B receives a loss and is eliminated from the tournament.

As a reminder, a player can concede at any time before the end of the game.

4.4 Intentional Draws (Swiss Rounds Only)

Draws—otherwise known as ties—are a natural part of the game and can be a possible resolution when playing in the Swiss rounds of a tournament. **Before playing any games of a match**, if both players mutually wish to have that match end in a draw, they may do so. This is referred to as an "intentional draw." The match immediately ends and is reported as a draw for both players.

Intentional draws are **only permitted during Swiss rounds** and can **only occur if both players agree to the draw**. If either player does not wish to intentionally draw, then the match must proceed as normal.

Players cannot intentionally draw after setting up the first game of a match. As soon as players draw their opening hands (before any mulligans), the match must proceed normally from that point on.

Players cannot offer or accept an intentional draw (or concession) in exchange for any reward or incentive. Doing so falls under **Bribery and Collusion**, which is covered in **Part 2, Section 3.8-E** of the Fantasy Flight Games Master Event Document.

As a reminder, players are permitted to concede a game at any time before the end of that game.

4.5 Number of Rounds

The number of rounds in a tournament is determined by the total number of players registered and present at the beginning of round one. Players added to the event after the start of round one should not affect the number of rounds being played. For Competitive-tier events, there is a likelihood that players will also play in top cut elimination rounds after all Swiss rounds have concluded. The top cut consists of the top-ranked players from Swiss rounds progressing to an elimination bracket and playing down to one overall champion. The total number of rounds being played during the event should be announced to all players before the start of round one and cannot be changed once announced.

Number of Players	Rounds	Number of Players in Top Cut*
3-4	2	None
5-8	3	None
9-16	4	4
17-32	5	8
33-64	6	8
65-128	7	8
129-227	8	8
228-409	9	8

 *Note: As a reminder, top cuts only occur during Competitive-tier events. See **5.6 Tiebreakers** for information about how to rank players that have the same win/loss ratio at the time of the top cut.

4.5 Regarding Deck Lists

4.5.1 Deck List Review

In a Competitive-tier event, before the start of each match of the top cut elimination rounds, players exchange deck lists with their opponent. Players have three minutes to review their opponent's deck list.

Note: Players are not permitted to take notes during deck list review, as the review takes place prior to the match starting.

4.5.2 Sideboards and Deck Changes

When playing a best-of-three match, players may add/exchange cards to/from their draw deck with cards from their sideboard between games. Players must take care that both their deck and sideboard are still of legal size after making changes—that is, at least 50 cards in the draw deck and at most 10 cards in the sideboard (see **2.3.1 Constructed Formats** and **3.2 Legality**). Players must make their adjustments and be set up for the next game within three minutes of the previous game ending. When a player is done making adjustments, they must show their opponent that there are the same number or fewer cards in the sideboard as there are listed on the deck list.

Note: As long as no game actions have been taken, the first game of a match should always be started before players are permitted to utilize their sideboards. For example, if a player earns a Game Loss penalty before the match begins, players are not permitted to utilize their sideboards going into Game 2 of the match, since Game 2 will be the first game played.

5. Tournament play

5.1 Determining Initiative

At the beginning of a tournament round, players must determine who starts with the initiative. To do this, players agree upon a method to randomly choose a player, and then that player decides whether to start with the initiative or give it to their opponent.

In events where there is a Top Cut, during single elimination rounds, the player that went into the Top Cut as the higher "seed" determines who starts with the initiative for the first game of the match.

5.2 Game State

When referring to "game state," all aspects of the game apply. This includes, but is not limited to, all cards, player decks, resources, discard piles, actions, epic actions, play area, etc. It is both players' responsibility to maintain the game state and clearly communicate with their opponent and event leaders regarding actions being taken. Players are required to be honest regarding all information that is required to maintain a legal game state.

5.3 Public Knowledge

When playing a game of *Star Wars:* Unlimited, there is information considered to be public knowledge (also often referred to as "open information"). This is information that is supposed to be known by both players and leaders, if requested. Players may not refuse to answer questions regarding information that is public knowledge. If a player lies or refuses to answer a question regarding information that is public knowledge, a severe penalty may be issued (see **Part 2, Section 1.2** of the Fantasy Flight Games Master Event Document for more information).

The following topics are considered public knowledge:

- The number of cards in a player's hand
- The number of cards in a player's deck (draw deck and sideboard are both included)
- The number of resources a player has in play, and how many are exhausted / ready
- The amount of damage / remaining HP on a player's base and units
- Previous actions taken during the current action phase
- The text on a card that was revealed due to an in-game effect
- The cards in a player's discard pile
- Whether or not a leader has been deployed / an epic action has been used
- A player's deck list (top cut only, cannot be checked by the players themselves during a game)

5.4 Private Knowledge

Players should not answer questions about any game state information that is considered private knowledge.

The following topics are considered private knowledge:

- The cards still in the deck (this includes both the draw deck and sideboard)
- All cards that have been placed as a resource, including cards that were previously public knowledge
- The cards in an opponent's hand
- The cards a player has selected and placed face-down during a draft
- The cards still in packs being drafted

5.5 Game Knowledge

Some information is neither public knowledge nor private knowledge, but is knowledge about the game. Players are entitled to this information but are not expected to have it memorized. Players are not permitted to lie about this knowledge but are also not required to answer questions their opponents ask about them. This includes:

1. Attributes of cards not in play that were not previously revealed.
2. Information within the Comprehensive Rules, Tournament Regulations, Master Event Document, and other official game and tournament information.

Judges can assist in providing this information.

5.6 Sufficient Randomization

Decks must be sufficiently randomized at the start of every game and whenever a player is required to shuffle any number of cards. For a deck to be sufficiently randomized, a player must riffle or mash shuffle their deck no fewer than seven times. Regardless of the shuffling method used (riffle or mash), the deck should be cut after the final shuffle.

The act of "pile shuffling" is not considered a valid form of randomization but is permitted for counting the number of cards in the deck. This deck counting technique may be done once at the start of each new game. The player choosing to do this must complete their "pile shuffle" in a

timely manner and must be set up for the game within the time constraints set forth by this document.

Once the deck has been shuffled, it must be presented to an opponent to signify that it has been sufficiently randomized. The opponent may then cut or shuffle the deck. Cards and sleeves must not be in danger of being damaged during this process. If the opponent does not believe the player made a reasonable effort to randomize their deck, the opponent should notify a Judge. If the opponent shuffles the deck, then the deck's owner may cut it afterward.

If a player has had the opportunity to see any of the card faces of the deck being shuffled, the deck is no longer considered sufficiently randomized and the process must be restarted.

5.7 Tiebreakers

The following tiebreakers are used to determine how a player ranks at any given point in a tournament during Swiss rounds:

1. Player's Tournament Match Points – The number of points the player has earned through their matches. Remember, a win equals 3 points, a draw equals 1 point, and a loss equals 0 points.

2. Opponents' Match-Win Percentage (OMW) – The number of matches the player's opponents have won divided by the total number of matches possible.

3. Player's Tournament Game-Win Percentage (PGW) – The number of games the player has won within their matches, divided by the total number of games possible.

4. Opponents' Game-Win Percentage (OGW) – The number of games the player's opponents have won within their matches, divided by the total number of games possible.

5. Random Tiebreaker – In the extremely rare occurrence that players are still tied after the above tiebreakers have been implemented, then ties will be broken using a fair and random process via the tournament software's default tiebreaker.

Please note that, for these tiebreakers, we are utilizing **percentage floors**. As mentioned above, a player's match-win or game-win percentage is that player's accumulated match or game points divided by the total number of match or game points possible. If this percentage is ever lower than 33%, it will become 33% instead.

This percentage floor minimizes the impact that low-performing players have when determining other players' tiebreakers, instead putting more value on the results of higher-performing players when breaking ties.

5.7.1 Calculating Match-Win and Game-Win Percentages

The official tournament software will handle tiebreakers during a tournament. The information in this sections details how the results of these tiebreakers are determined; **only use this information if you are not utilizing the official software**, such as for Casual tournament.

For the 2nd, 3rd, and 4th tiebreakers (and *only* those three), a win counts for 3 points, a loss counts for 0 points, and a draw counts for 1 point. When examining a player's record, it is listed in the

"wins-losses-draws" format. For example, if Player A won three matches, lost two matches, and had one draw, their record would be listed as "3-2-1."

A player's match-win percentage is equal to the match points they've earned divided by the total number of match points possible. In the above example, Player A would have 10 match points (3 for each win and 1 for the draw) out of a possible total of 18, so their match-win percentage would be around 56%.

5.7.1.1 Calculating Opponents' Match-Win Percentage (OMW)

To calculate the Opponents' Match-Win Percentage (OMW) for a player, first calculate all of that player's opponents' match-win percentages, then take the average of those percentages by adding them together and dividing them by the number of opponents.

For example, in a two-round tournament, Player A's two opponents, Player B and Player C, had the results of 1-1-0 and 2-0-0 respectively.

Player B earned 3 match points out of a possible total of 6, so their match-win percentage is 50%.

Player C earned all 6 possible match points, so their match-win percentage is 100%.

By adding Player B and Player C's match-win percentages together, we get 150%. Divide that by the number of opponents (two), and the final result is 75%. Thus, Player A's OMW is 75%.

5.7.1.2 Calculating Player's Tournament Game-Win Percentage (PGW)

A player's game-win percentage is calculated in the same way as their match-win percentage, except it measures the player's game points instead of match points. Like with match-win percentage, each game the player won throughout the tournament is worth 3 points and each loss is worth 0 points, and each draw is worth 1 point.

For example, if Player A has won 8 games, lost 7 games, and had 3 draws across their matches, then they would have 27 points out of a possible 54. This means their PGW is 50%.

5.7.1.3 Calculating Opponents' Game-Win Percentage (OGW)

To calculate the Opponents' Game-Win Percentage (OGW) for a player, simply add all together the game-win percentages of each of that player's opponents throughout the tournament, then divide the sum by the number of opponents.

For example, if Player A's two opponents, Player B and Player C, had PGWs of 80% and 60% respectively, then Player A's OGW would be 70% (80 + 60, divided by two opponents).

5.8 Reporting Match Results

At the end of each match, it is both players' responsibility to ensure an accurate match result has been reported to the Scorekeeper. This is done through various means, such as reporting using the tournament software on your mobile device or manually filling out a match slip. At Casual-tier events, it may even be acceptable to just tell the Scorekeeper directly.

If a match result is reported incorrectly, the following actions should be taken:

- If the incorrect match result is discovered before the next round begins, the match result should be fixed within the tournament software.
- If the incorrect match result is discovered after the next round was paired but before the round has started, the match result should be fixed within the tournament software and the affected matches should be paired again.
- If the incorrect match result is discovered during a round that has already started, the match result should be fixed but players will complete the round against their current opponents.

6. Deck Checks

Deck checks should only be performed on decks that have been presented by a player for a match. This can be before the first game of a match, between games after players swap cards with their sideboards, or after a match has concluded, before the deck and sideboard have been reverted to normal or returned to the deck box.

Judges should pay attention to the time remaining in the round when they begin a deck check and ensure they do not start checks too late in the round. This minimizes the impact on the tournament's progression. Each match that has a deck check should be granted a time extension equal to the amount of time that passed between when the Judge began interacting with the players and when the decks were returned, plus an additional three minutes to allow the players to shuffle their decks.

If a Game Loss is issued during an end-of-match deck check, it applies to the just-completed match.

Judges should aim to perform deck checks on around 10% of all decks over the course of the tournament. For example, for a 128-player event, that would be 12 decks checked.

6.1 Marked Cards

It is the player's responsibility to ensure that their cards and/or card sleeves are not marked during the tournament. A card or sleeve is considered marked if it bears something that makes it possible to identify the card without seeing its face, including (but not limited to) scratches, discoloration, and bends.

Using marked cards can warrant a penalty. For more information, please refer to **Part 2, Section 3.4** of the Fantasy Flight Games Master Event Document.

6.2 Judge Proxies

A judge proxy is used during competition to represent an otherwise legal *Star Wars*: Unlimited card, often to substitute for a card that can no longer be included in a deck without the deck being marked. A judge proxy may only be issued by the Head Judge or a Floor Judge with the Head Judge's approval, and only if one or more of the following applies to a player's card:

- The card has been accidentally damaged or excessively worn in the current tournament, including damaged or misprinted limited product.

- The card has a manufacturing defect for which no defect-free replacements exist.
- The card has been lost throughout the course of the event.

Judge proxies may not be used to replace cards that the owner has damaged intentionally or through other forms of negligence. Judge proxies may not be used to replace cards a player does not possess at the event.

Players are not permitted to create or use their own proxy cards. A judge proxy must be created by the Head Judge who, at their discretion, will determine if the creation of the judge proxy is appropriate. When the Head Judge creates a proxy, they must sign or initial it and include the date that it was made. The proxy is included in the player's deck and must be marked as a proxy in a clear and conspicuous manner. The original card must be kept nearby during the match to be used as a reference card. A judge proxy is valid only for the duration of the tournament in which it was originally issued.

6.3 Counterfeit Cards

Counterfeit cards (fake cards that are created by third-party companies that can resemble officially released cards) cannot be used as your leader or base and are also not permitted in your main deck or sideboard in an official tournament.

Even if a player owns an official copy of the card, they cannot include counterfeit cards as their leader, base, or in their main deck/sideboard.

If a Judge determines that a player is knowingly playing with counterfeit cards, this is considered a form of cheating (see the **Fantasy Flight Games Master Event Document Part 2, Section 3.8-H**). If a player is unknowingly playing with counterfeit cards, this is considered a deck list error (see the **Master Event Document Part 2, Section 3.3**).

7. Logistics

7.1 Publishing Tournament Information

Fantasy Flight Games and/or the Event Organizer reserve the right to publish event information including, but not limited to, player deck lists, photographs, interviews, and other video products directly related to official *Star Wars:* Unlimited tournaments.

7.2 Reporting Tournament Results

It is an Event Organizer's responsibility to report official Competitive-tier tournament results to Fantasy Flight Games by uploading the results to Melee.gg within three business days of the tournament's completion.