

5th November 2016

A Sad Muppet Society production

Like Shooting Dianogas *in a Barrel*



Saturday 5th November 2016

THE  GAMES SHOP

Like Shooting Dianogas in a Barrel

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Event Overview

- Like Shooting Dianogas in a Barrel 2016 will take place at The Games Shop in Aldershot, Hampshire.
- One day Star Wars: X-Wing tournament.
- Casual Escalation format
- Four games at 60, 90, 120 and 150 points. No cut.
- Four trophies (First Imperial, First Rebel, First Scum and Villainy, Last place).
- One FFG X-Wing prize pack plus First, Best repainted squad, Help for Heroes Raffle.
- £10 per person entry fee
- Tea and coffee included.

Breakdown of the day

When you arrive you must register with the tournament organiser.

The day	
9:30	Registration
10:00	60 point game
11:00	Break
11:10	90 point game
12:30	Lunch
13:30	120 point game
15:10	Break
15:20	150 point game
17:30	Last game ends
17:40	Presentations and departure

These is ten minutes longer than given in the FFG pack, to allow for setting up time in each round.

All boards will be provided. Players must bring all their ships, tokens, cards, rulers and templates.

Any player not present at the start of their game will be judged to have lost that game.

What you'll need

In addition to your squad you will need the following:

- This document
- Dice
- Templates
- The Star Wars X-Wing rulebook
- Any additional rules for your squad
- FFG tournament rules and FAQ
- To be at least 14 years old
- And to have fun!

Rules of engagement

The Star Wars X-Wing rules will be used for this tournament as will the latest tournament rules and FAQ as stated on the Fantasy Flight Games website

<https://www.fantasyflightgames.com/en/products/x-wing/#/support-section>

Squad limitations and requirements

For Like Shooting Dianogas in a Barrel 2016 you must submit four squad lists: 60, 90, 120 and 150 points.

Each player may choose to field a Rebel, Imperial, or Scum & Villainy squad, as tournament seeding ignores the player's faction. Each of the squads fielded must be from the same faction. You may not have more than eight small ships of the same ship type (TIE fighter, A-Wing, etc.) in any squad. You may not have more than four large ships of the same ship type in any squad.

The maximum squad points for each player's first squad is 60 points. A squad cannot exceed 60 points, though it may contain fewer than 60 points. Each player must field at least two ships.

On subsequent rounds, the maximum squad points for each player's squad increases to 90 for the second round, 120 for the third round, and 150 for the fourth. During each round, each squad must contain all ships and upgrade cards from the previous squad. Ships from the previous round must keep all equipped upgrade cards, and these cards may not be "transferred" to a different ship. However, new upgrade cards may be added to ships from the previous squad.

Spirit of the game

The Sad Muppet Society tries to be a friendly club, and we hope our events are the same. In this spirit if, when you read your list, it makes you wince at the thought of facing it, maybe it needs toning down a little.

If you have any further questions regarding squad selection, please contact the event organisers before the tournament XWING@sadmuppets.org. If in doubt, ask.

Any changes from official FFG resources are listed here:

Component Modifications

Modified ships are permitted, providing they don't get any bigger than the ship they are based on (I know the rules can cope with this, but bigger will just get in the way), modified bases are not.

Third-Party Components

Obstacle markers must either be FFG tokens or, if a third party supplier is used, must be identical in size and shape to FFG tokens. No modelled asteroids will be permitted, no matter how pretty they look, as they get in the way of gameplay.

Tiers of Tournament Play

This will be a Casual event.

Scoring

Upon finishing your battle please hand in your scorecard, including the Tournament Points scored by both players, and Margin of Victory, as detailed in the FFG Escalation Tournament Rules, to a referee as soon as possible.

After the first round, you will be matched against opponents using the Swiss system to place you against a similarly skilled opponent. Therefore to win you'll hopefully have to beat some pretty tough players!

Cryodex software will be used to pair players throughout this event.

Squad list

Please submit a correct squad list at least one week prior to the event to the event organisers at XWING@sadmuppets.org. This means your list must arrive **before Saturday 29th October**.

Best squad

Players will vote for their favourite repainted squad. In the event of a tie, the organisers have the deciding vote. No Tournament Points will be awarded.

Sportsmanship

This tournament is not meant to be a cut-throat, win at all costs competition. We require all participants to compete in an especially friendly manner so please go out of your way to make the game an enjoyable experience for your opponent.

In this spirit, this will not be a Rankings event.

Please note that there is absolutely nothing wrong with asking an opponent if you can read the appropriate rule of set of characteristics in their squad book so that you can check for yourself that everything is being done correctly.

Best Sportsman

One of the most coveted awards at the end of the day is Best Squad Leader. To find this one person, we ask every player to nominate two of their opponents from the day.

Using these nominations, the referees will select a best sportsman and any honourable mentions.

Of course, for kudos, these votes will be published with the tournament scores after the event.

Refereeing

You will be able to identify referees by the badge or committee shirt they will be wearing. Wherever possible they will show you the rule you're querying. If they need to make a judgement call, do not argue with them. Arguing with a referee is a Very Bad Thing.

In addition, the referees will use a yellow and red card system to penalise any unsporting behaviour during the day. You have been warned!

Tickets

There will be a maximum of 48 tickets available for the day. In order to reserve a place please email XWING@sadmuppets.org with the following information:

- Your name (and the name of anyone else you wish to reserve tickets for).
- How you wish to pay. Paypal is preferred but you can also pay by cheque or cash (at a club night).

We will send you a Paypal invoice if you are allocated a ticket. Please do not send any money until you have received an invoice, and do not send it using friends and family.

If we have not received cleared funds for your ticket one week before the event, 29th October 2016, your reservation will be cancelled and the place offered for sale to our waiting list.

Each ticket will cost £10.

How to get there

The Venue: The Games Shop
6 Wellington Street
Aldershot
Hampshire
GU11 1DZ

By Car:

From the M3: Leave the M3 at either junction 4 or 4A and follow the signs to either Aldershot or Farnborough.

From the M25: Leave the M25 at junction 12 and join the M3 Southbound (signposted Basingstoke).

Leave the M3 at either junction 4 or 4A and follow the signs to either Aldershot or Farnborough.

From the M4: Leave the M4 at junction 11 and follow the A327 via Shinfield and Yateley to the A30 and then follow the signs to Farnborough initially and then on to Aldershot.

From the A3: Join the A31 Hogs Back just outside Guildford and then the A331 Blackwater Valley Road. Follow the signs to Aldershot and Farnborough.

Parking: Nearest and cheapest car parking close to the shop is on floors 6-9 of The Galleries, High Street, Aldershot. Lower floors are more expensive, but not by much.
<http://tinyurl.com/ks8exx4> (Walk out of car

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park towards town centre, turn right up High Street, 1st Left should be Wellington Street)

By Train: The Games Shop is 5 minutes from the train station and easy to find on foot.

Google Maps walking route from the railway station to The Games Shop

<http://tinyurl.com/q4uegqm>

Food (and drink): Tea and coffee will be available. Lunch is not included. There are various places to eat in the town centre.

Disclaimer

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