

The Fly Better “TLJ is the 2nd Best Star Wars Movie” Open

Format

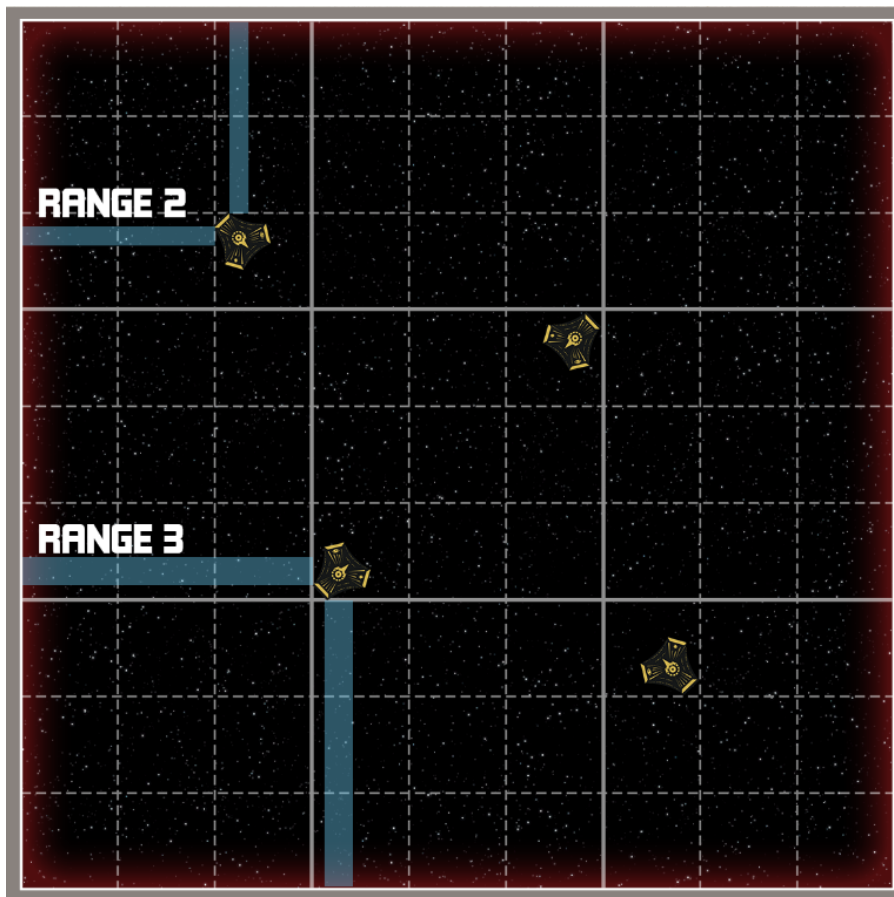
Extended.

https://docs.google.com/document/d/1dR_6IL7VjzK8WqJDRNVup2sHUUb9IKQSGvraaUrlyKY/edit

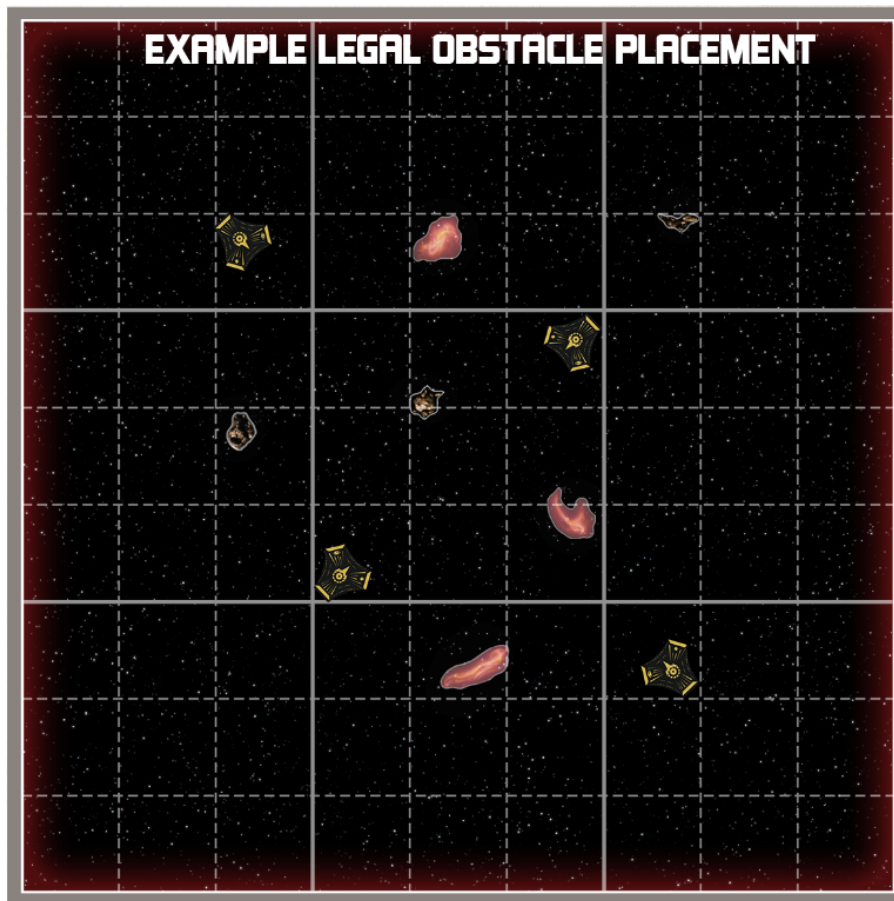
Setup

Gather Forces, Prepare Other Components, and Determine Player Order as per normal.

Two (2) acrylic Hyperspace Points will be provided for all players. Establish Play Area by placing four of them as indicated below (at Range 2 and Range 3 of the play area corners, with the blank arms pointed toward the corners).



Place Obstacles as per normal, excepting that they must also be beyond Range 1 of all Hyperspace Points. If it is impossible to place the sixth obstacle legally, skip placing it.



Place Forces by placing ships into the play area in initiative order from lowest to highest initiative, using player order as a tiebreaker.

Players do so by rolling 1 attack die, then placing the ship with its rear guides at any position on one of the Hyperspace Points matching the symbol rolled. If a [CRITICAL HIT] is rolled, the ship may be placed at any available Hyperspace Point position.

If none of the rolled positions are available, that ship cannot be placed until the following turn.

After rolling and ascertaining the result, the player may elect to not place that ship.

NOTE: If at any point after Setup, you do not have any ships on the board, all of your remaining unplaced ships are immediately destroyed.

Play!

NOTE: Ships may not drop or launch bombs or mines during the System Phase of the first turn.

Placing Unplaced Ships

Before the Planning Phase of each round, if there are any ships that have not been placed, follow the Place Forces instructions above for each unplaced ship.

Playtesting

If an unbalancing exploit of this format is discovered, the marshal reserves the right to change rules mid-event. This may result in a substantial nerfing of your squad. In order to avoid this, if you believe you have found such an exploit, please notify Dee Yun by direct message on Facebook Messenger or emailing mynockpodcast@gmail.com. If the marshal deems your exploit to necessitate rules adjustment, you will receive an extra bit of loot for your cleverness.

PRIZES

Participation

Two (2) Fly Better acrylic Hyperspace Points



For Each Win

Fly Better gold Poker Chip



Top 16

Iridescent Fly Better acrylic Hyperspace Point

Top 8

Five (5) Fly Better gold Poker Chip

Top 4

Iridescent Fly Better Template Set

Finalists

Fly Better Template Tray

TFBTLJIT2BSWMO Champion

TROPHY