RMO 2025

Star Wars X-Wing System Open

EVENT SUMMARY

You **must** have a ticket to participate in games. This also grants entry into the gaming hall during the entire event.

X-Wing will once again be at LSO! This tournament will be 5 rounds of Swiss on Day 1, with a Top Cut of all x-1 players for 3-4 Single Elimination rounds on Day 2. FLG and the TO reserve the right to modify, update, clarify, or change event rules in the interest of making LSO the best event possible. Tournament format and rules are subject to change based on XWA updates. This tournament is an XWA System Open.

Our Aces High side event on Day 2 is being held to honor our nation's veterans and will be a casual event to promote our player community.

The Lone Star Open is our military appreciation that's Texas-sized and full of perks! Come battle it out with the best of the best and have yourself a great weekend at this amazing and large venue. Special perks will be offered to both currently serving and formerly serving military personnel.

The Lone Star Open takes place at the Marriott Dallas Allen Hotel, conveniently connected to the Watters Creek Convention Center, located at 777 Watters Creek Blvd, Allen, TX 75013.

Tickets for this event can be purchased [HERE](#)

Find everything you need to know including discounted room block, schedule, etc:

ORGANIZERS

JAKE JACOBSON
FLG VP

MIKE GANDOLFO
FLG Road Warrior

AURELIO CORREA III
FLG General Manager

Contact FLG Events Admin: [Jake Jacobson](#)
Stay up to Date: [Frontline Gaming Community Facebook Group](#)

Tournament Organizer Names	Contact Information
Levi Schadt - TO	levi.schadt@gmail.com Discord: nightwing28_
Kevin Martin - Judge	Saintpb@gmail.com
Nick Sperry - Streamer	312squadron@gmail.com

EVENT SCHEDULE

Event Room: Watters Creek Convention Center Hall, inside Marriott Dallas Allen.

Registration: All players should be finished checking in at the end of the listed registration time. Listed times are approximate, and later round times may start or end earlier or later as appropriate.

All registrants MUST have TWO 8.5" x11" printed (not handwritten) paper copies of their list using one of the following Squadron Builders; YASB for X-Wing 2.5 (printed in simple format) **or Launch Bay Next.** (YASB is preferred.) One copy will be given to the Judges, the other to be provided for the opponent's reference during each round. **Players who do not have these squad copies will not be permitted to participate in the tournament and will not be eligible for a refund.**

Schedule Day 1 - Saturday, August 9th - Swiss Rounds

Rounds	Start Time	End Time
Registration	8:00 am	8:45 am
Round 1	9:00 am	10:15 am
Round 2	11:00 am	12:15 pm
Lunch	12:15 pm	1:30 pm
Round 3	1:30 pm	2:45 pm
Round 4	3:30 pm	4:45 pm
Round 5	5:30 pm	6:45 pm

Schedule Day 2 - Sunday, August 10th - Top Cut Rounds

Rounds	Start Time	End Time
Registration	8:00 am	8:45 am

Top Cut Round 1	9:00 am	10:15 am
Top Cut Round 2	10:30 am	11:45 am
Top Cut Round 3	12:00 pm	1:15 pm
Top Cut Round 4 (if needed)	1:45 pm	3:00 pm

FORMAT & FAQ'S

The XWA will be putting out Tournament Regulations. LSO will follow those regulations. Below is subject to change based on those regulations.

Event Specific FAQ's & Event Organizer's Special Rules Per X-Wing Tournament Regulations

LSO will use the most up-to-date XWA OP regulations for this tournament. Since the document is currently a living document, any update after July 30th will not be used for this tournament.

XWA Format - All rules per AMG X-Wing Documents & X-Wing Rules Forum and XWA OP regulations (linked above) in effect, including;

- This event will follow the XWA OP regulations regarding component guidelines (see google drive link above.) Dice and plastic bases MUST be official FFG or AMG. All other components may be third-party as long as they have the correct information on them.

- Players are required to bring all necessary game components they need for their squad, and these components must correspond with the official game components as closely as possible. Players should check with the TO before an event if they are unsure of its legality. The TO has final say on the legality of any third-party component.

- When on stream, items that are clearly branded from other trademarked franchises, such as LEGO characters, Harry Potter, Star Trek, etc. will not be allowed to appear and the player will be asked to use alternatives provided by the event. If a player feels that any item could be

brought into question in regards to legality or otherwise, they should bring Official components to use as replacements.

- Playing on stream is optional during Swiss. It is not optional during the Top Cut.

- Players must bring two printed copies of their squad list to each event, including all pilots, upgrades, and obstacles. Infinite Arenas is permitted as a list reference in this manner. One is for their opponent each round, and the other for submission during the registration period with their name legibly printed. Players must use the same submitted squad for the duration of the tournament.

- Before the event starts, participants must have their list downloaded into the applicable tournament link listed below: **LSO X-Wing 2025** **Lists are due Thursday, Aug 7.**

- This event will allow the use of all Star Wars X-Wing expansions available and fully released on or before July 30th, 2025, that are XWA legal.

- Should tournament software malfunction during Day 1, making tiebreaker data unavailable or impractical to calculate, only players who finish 4-1 or better will advance to Day 2.

- Per XWA OP regulations, draws will not be a valid game result. The tie breaker will be ship points, adding half points. If the game is still a draw, players will roll for first player and the winner of the rolls wins the match.

Aces High Day 2 Event

Event Information

- This event is designed to honor our nation's military veterans. Feel free to declare your Armed Services affiliation!

- Players are required to bring a squad consisting of only one pilot of up to 6 points, one hyperspace marker, 20 Victory Point counters or similar point tracking tokens, and two different obstacles. Pilots and loadouts may not be changed between rounds.

- In the interest of promoting a fun environment, players may coordinate with whom they would like to play with during registration. Otherwise, players will be grouped alphabetically by last name.

- A LSO ban list is in effect. All **medium** and **large base ships** are banned and the Upgrades; **Heightened Perception, Lone Wolf, Outmaneuver, and Seismic Charges.** All aforementioned Event FAQ / Errata

rules may apply as determined by the TO.

- **Rounds and Table Size**: We will have 4 rounds. The number of players per table will be based on participation, we will try to have 6 at a table. Pairs will be random for the first round and then following rounds based on ranking. Rounds will be 45 minutes.

- Winning the Tournament: The winner will be the player with the most round wins. The tiebreaker is total mission points.

The TO reserves the right to determine the number of players per pod in the interest of player count balance.

LSO 2025 Conduct Expectations:

Players are expected to behave in a mature and considerate manner and to play within the rules and not abuse them. The behaviors prohibited include but are not limited to; intentionally stalling a game for time, placing components with excessive force, inappropriate behavior, treating an opponent with a lack of courtesy or respect, cheating, or any other behavior considered by the judges or TO to be unacceptable.
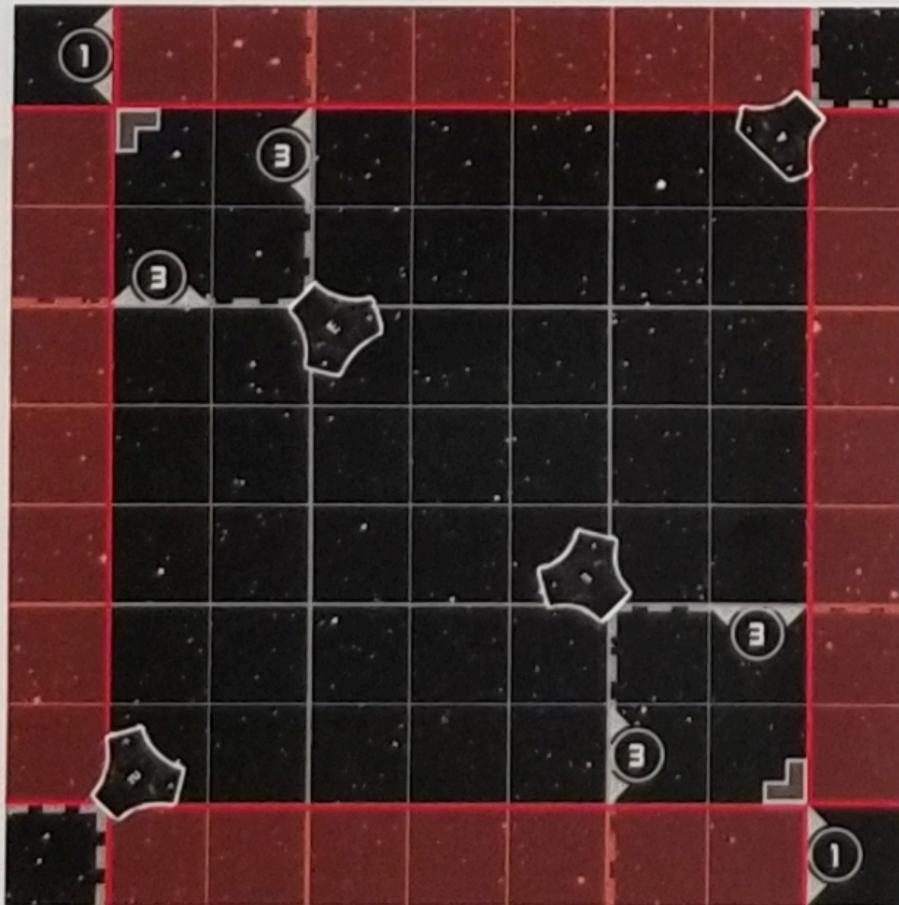
Scenario Setup

PLAY AREA: 3' x 3'   **OBSTACLES:** Any 6

ESTABLISH PLAY AREA: Place four hyperspace points as indicated.

PLACE FORCES: Starting with the first player and proceeding clockwise, each player places their ship within range 1 of any board edge and beyond range 2 of each other ship.

Hyperspace points   **Neutral setup areas**

Setup

After all Hyperspace points are placed, starting with the first player and proceeding clockwise, each player places an obstacle until all are placed. An obstacle cannot be placed within Range 1 of a Hyperspace Point. Then, starting with the first player and proceeding clockwise, each player places their ship within range 1 of any board edge and beyond range 2 of each other ship.

Determining First Player

During the Planning Phase after dials have been placed, the lowest initiative pilot will be designated first player, and will roll a single attack die. On a hit or crit result, pilots will activate in clockwise rotation order after the first player activates. On a blank or focus result, players activate in counterclockwise rotation order after the first player activates. **Subsequent activations happen in such order regardless of initiative.** If there is a tie for lowest initiative pilot when determining first player, those players will make a standard (3 attack dice) first player order roll, with the tiebreaker die as above used for determining rotation order.

The System Phase resolves in the same rotation order as above.

At the beginning of the Engagement Phase, the highest initiative pilot will roll a single attack die. On a hit or crit result, pilots will engage in clockwise rotation order after that pilot engages. On a blank or focus result, pilots engage in counterclockwise rotation order after that pilot engages. **Subsequent engagements happen in such order regardless of initiative.** If there is a tie for highest initiative pilot, those pilots will roll 3 attack dice, with the tiebreaker die as above used for determining rotation order.

The End Phase resolves in the same rotation order as the Engagement Phase.

Scoring

Underdog Deficit: At the start of the game, each player gains 1 victory point for every 2 points of squad cost their ship is below the maximum allowable of 6.

First Strike: After a ship performs an attack, if the defender was at full health and suffered damage, the attacking ship's player scores 1 victory point.

Shot Confirmed: After a ship performs an attack, if the defender was destroyed, the attacking ship's player scores 2 victory points plus all victory points on the defender's ship card. (Remove them from the defender's ship card when they are scored.) Then place 1 victory point on the attacker's ship card (bounty point).

Restore Ships: After the Planning Phase and before the System Phase, starting with the first player, each player with no ship or a destroyed ship rolls 1 attack die. They then restore their destroyed ship, placing it back in play with its rear guides at any position on one of the hyperspace points matching the symbol rolled. If it cannot be placed this way at any of the matching positions without overlapping another ship, that ship's player places it anywhere in the play area at range 0 of a board edge (not overlapping another ship) instead. The ship begins play as at set-up, with all spent charges or suffered damage restored. That player then sets a dial for their ship.

Self-Damage: A player whose undamaged ship suffers damage as a result of its own maneuver (including overlapping an obstacle), its own pilot or ship ability, or its own upgrade, loses 1 victory point. A player whose ship flees the battlefield loses 2 victory points.

Victory

- At the end of the End Phase, if one player has 8 or more victory points and has more victory points than their opponents, the game ends.
- At the end of the twelfth round, the game ends. If there is a tie, the game continues until the tie is broken. Each ship suffers 1 damage at the end of each End Phase, with any destroyed ships removed from play. The last player with a ship remaining wins.
- At the end of the timed round, if multiple players have at least one ship remaining in the play area, the player with the most victory points wins.

AWARDS

TBD