

Star Wars[™]: Unlimited Tournament Regulations

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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:

<i>Star Wars</i> : Unlimited Tournament Regulations (this document)	https://starwarsunlimited.com/organized-play
<i>Star Wars</i> : 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.

Store Showdown events will be held using the **constructed play** rules set forth in **2.3.1 Constructed Play**. Prerelease Events will use the **sealed play** rules set forth in **2.3.2.2 Sealed Play**.

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
 - 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

While no specific event uses the draft play format, this is a popular Casual-tier format that Event Organizers may use for players to interact with the game. 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 three minutes to review their pack in its entirety and make their selection. All other picks after the first should be made within 45 seconds each. Players can review what they have already drafted in between picks, but should be mindful not take too much time when doing so.

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 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.

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 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**.

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 **two** identical, legal deck lists 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

In events using a constructed format, players are required to submit one deck list to the Event Organizer prior to the start of the event. The second deck list is provided to the player's opponent for review at the beginning of each match (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.

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 must 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
- Players are not permitted to use any type of electronic device for note taking
- For events utilizing the draft play format, players may not take notes while drafting or use any outside notes during the drafting process

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*

Players are permitted to use cards that have been autographed by an FFG staff member or artist, so long as the autograph is on the front of the card. 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 and sideboard must be identical in size, color, and art design, while also being opaque
- 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 as long as they are officially licensed *Star Wars: Unlimited* sleeves
- 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. All game mats are required to be either solid colors with no artwork on them or officially licensed *Star Wars: Unlimited* game mats.

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 the Tournament and Event Center (TEC) software, then the software will handle this process for you.

At the end of Swiss rounds, player standings are determined by who has the highest win/loss ratio. If players have the same win/loss ratio at the end of Swiss rounds, player standings will be determined on a set of tie breakers 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 Uneven Cut

An uneven cut can potentially happen once all Swiss rounds have been concluded. An uneven cut happens when the tournament is entering elimination rounds and there are multiple players with the same win/loss ratio as the lowest-ranked player of the cut. When this happens, all players that share that same win/loss ratio play off in an additional elimination round to earn their spot in the elimination bracket.

Example: At the end of Swiss rounds, an event is set to cut to a top 16 elimination bracket. Players ranked from 14-19 all have the same win/loss ratio. When this happens, these six players play an additional round paired against each other. The winners of this round will fill the 14th, 15th, and 16th-place slots of the elimination bracket.

Given the scenario above, if the 19th place player wins against the 14th place player in the additional elimination round, the 19th place player takes over the 14th place player's bracket spot, and so on.

Keep in mind that this additional round must pair enough players in order to result in the desired cut size, even if (rarely) this would result in pairing players with different records. This means that even if only the ranked 15th to 19th players in the above scenario have the same record, the ranked 14th player would still participate in the additional elimination round in order to result in a clean 16-player cut.

4.1.3 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.

4.1.4 Double Elimination

Double elimination is very similar to a single elimination bracket with one major twist: players must lose two matches to be eliminated from the tournament instead of one. At the beginning of a double elimination bracket, all players start in the main bracket (more commonly known as the “upper” or “winner’s” bracket). When players win a match, they progress through the main bracket as normal, facing other players in the main bracket. When a player loses a game in the main bracket, they move to a secondary bracket (more commonly known as the “lower” or “loser’s” bracket). When a player loses a match in the secondary bracket, they are eliminated from the event. When a player wins their match in the secondary bracket, they advance in the secondary bracket to play the next player that loses their match in the main bracket. Both brackets continue in this manner until there is one person left in each bracket. At this point, the remaining player in the main bracket faces off against the remaining player in the secondary bracket in what is commonly referred to as “grand finals.” If the player in the main bracket loses

the match, they are moved to the secondary bracket, and then the two players face off again for one more match.

When setting up a double 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.

When a player enters the secondary bracket, they filter into the bracket based on their position in the main bracket.

If a player drops from the tournament after double elimination rounds begin, that player's current opponent—or next opponent, if the player drops between rounds—receives a bye for the round. This applies to both the main bracket and the secondary bracket.

4.2 Single Game Matches

Single game match play is occasionally used during Casual-tier events, depending on a store's individual needs. 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 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 both players receive a loss for the match.

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

4.2.3 Number of Rounds

The number of rounds played 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 all single-game events, players will only play in

Swiss rounds and there will be no top cut to additional elimination rounds. 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
4-8	3
9-16	4
17-32	5
33-64	6
65-128	7
129-256	8
257-512	9
513-1024	10
1025-2048	11
2049+	12

4.3 Best-of-Three Matches

Best-of-three match play is used at all Competitive-tier events. 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, players determine who starts with initiative randomly, as normal. For each game after the first, the player who lost the previous game chooses who starts with initiative.

4.3.1 Round Time

During best-of-three match play, players will have 55 minutes to complete their match.

4.3.2 Match Resolution

During best-of-three match play, the first person to win two games (by destroying their opponent's base) is the winner of the match. If time is called before either player has won two games, 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).

At that point, the player with the most games won is the winner of the match. If players are tied for number of games won, then both players receive a loss for the match.

If time is called between games during a best-of-three match and players are tied for number of games won, then both players receive a loss for the match.

If, during a best-of-three match, a game ends in a draw (due to an effect destroying both bases simultaneously), then that game does not count toward either player's win total, and the players continue playing games until either one player has won two games or time is called.

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

4.3.3 Number of Rounds

The number of rounds played 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 best-of-three 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*
4-8	3	-
9-16	4	4
17-32	5	4
33-64	6	8
65-128	7	8
129-256	8	16
257-512	9	16
513-1024	10	32
1025-2048	11	32
2049+	12	64

*Note: See **4.1.2 Uneven Cut** for information about what to do if multiple players have the same win/loss ratio at the time of the top cut.

4.4 Regarding Deck Lists

4.4.1 Deck List Review

At the beginning of each match in a Competitive-tier event, players exchange deck lists with their opponent for review before the start of the match. Players have three minutes to review their opponent's deck list and set up for game one of the match.

4.4.2 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.

5. Tournament play

5.1 Randomizers

Game rules indicate that the player going first will be determined in a random manner. This can be determined by a coin flip or by rolling dice. If a player uses a coin of some type, there must be two distinct sides to the coin. When rolling dice, the dice used must be translucent. Players can treat the dice as a coin, where heads is even and tails is odd. Players can also use a high roll where the player who rolled the highest number goes first (rerolling in the case of a tie).

For the randomizer result to be valid, the coin or dice must land flat on the table. A player is not permitted to touch the coin/dice in any way after it has been flipped/rolled before the randomization result has been agreed upon by both players. If a die lands at an angle, players will set another die on top of the angled die. If the stack tips over, the players must reroll.

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, and the order they are in
- Whether or not a leader has been deployed / an epic action has been used

- A player's deck list (Note: cannot be checked by the players themselves during a game)

5.4 Private Knowledge

Information that is private knowledge may not be revealed by a player. 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

5.5 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 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.

5.6 Tiebreakers

The following tiebreakers are used to determine how a player ranks in a tournament:

1. Win/Loss Ratio – The number of matches the player has won versus the number they lost. This is often described as "X-Y" or "X and Y," with X being match wins and Y being match losses.

2. Opponents' Win/Loss Ratios – The win/loss ratios of the opponents the player faced during the tournament.

3. Opponents' Opponents' Win/Loss Ratios – The win/loss ratios of the opponents the player's opponent faced during the tournament.

6. Deck Checks

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, 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.

Judge proxies may not be used to replace cards that the owner has damaged intentionally or through other forms of negligence.

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 Altered Cards

As mentioned earlier in **3.2.1 Cards**, cards that have been autographed by an FFG staff member or artist may be used during tournament play, so long as the signature is on the front of the card and does not obscure any game text or numbers. The Head Judge of an event has the final decision on whether or not a signed card abides by this rule. No other alterations to cards are allowed.

Leader cards can be signed on either side, so long as the signature does not obscure any game text or numbers.

Each player is responsible for determining whether or not their signed cards are legal for use before the start of the tournament.

6.4 Counterfeit Cards

Counterfeit cards (fake cards that are created by third-party companies that can resemble officially released cards) cannot be used in your deck in an official tournament.

Even if a player owns an official copy of the card, they cannot include counterfeit cards in their deck.

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 tournament results to Fantasy Flight Games by uploading the results to the Tournament and Event Center (TEC) within three business days of the tournament's completion.