



PLAYERS COMMITTEE

Alternate Format Tournament Guide



Revised 09/2015.

Thank you to Tournament Advocate [imrahil327](#) for compiling the information in this guide and overseeing all of the Star Wars CCG tournaments!

This guide is intended to outline the different rules and scenarios for Star Wars CCG Tournaments. It is not intended to set forth the general rules of tournament conduct or how to run a tournament. For that information, please download the latest version of the Star Wars CCG Tournament Guide. That, along with other resources, can be downloaded at <http://www.starwarsccg.org/resources/tournament-resources/>.

Tournament Formats

- **Constructed Deck** - Constructed deck, based on traditional Swiss-style tournament play, is designed to test a player's ability while using pre-made decks. Each player must come to the tournament with decks already constructed according to the standard rules for that game. A player uses two 60 card decks (not including any cards from "outside your deck," such as Defensive Shields that go underneath your Starting Effect): one Dark Side and one Light Side. Changes to these decks (and any cards that may be used during the course of game play from *outside* these decks) may not be made during the tournament. The pre-made deck used is constructed by the player using the SWCCG cards from the legal card pool.
- **Sealed Deck** - A Sealed Deck tournament is played with unopened starter decks and/or booster packs. Players may bring their own product, and product should be available at the location of the tournament for players to purchase. In addition, it is the Tournament Director's responsibility to ensure that all players have equal access to the materials required during the deck-building period. This includes having extra product from which to draft or swap for all players involved in the tournament.

This tournament type is composed of a series of individual games where players keep the same deck throughout the tournament. A player will usually play only one deck for one side of the Force: Light Side or Dark Side. Changes to these decks may be made during the tournament from the player's unused product from the deck-building period. A tournament consists of at least three games with an additional Final Confrontation to determine the tournament winner. This Final Confrontation usually pairs the highest scoring Dark player and the highest scoring Light player.

For all Sealed Deck tournaments, game time limits are dependent on the number of cards being used in a deck. The standard rule is one minute per card.

- 60 card decks would require a 60 minute time limit
- 40 card decks would require a 40 minute time limit, etc.
- The exception to this rule is the EPP Overdrive format, in which game time is limited to 15 minutes.

Final Confrontation: Sealed Deck – This is a method used to determine the winner of a tournament by pairing the top finishing Light player against the top finishing Dark player (or the top two placing players in a Secret Squirrel format event). This Final Confrontation is one game and is timed to 1.5 times the standard length of the format being played.

Each of the variations of Sealed Deck events share a number of common details, but specifics often vary; each format should be read carefully:

- [Premiere Sealed](#)
- [OTSD Sealed](#)
- [OTSD Booster Draft](#)
- [JPOTSD Booster Draft](#)
- [EPP Overdrive](#)
- [Death Star II Sealed](#)
- [Death Star II Booster Draft](#)
- [Reflections II Booster Draft](#)
- [Reflections III Booster Draft](#)
- [Secret Squirrel](#)

Additional Sealed Deck formats may be approved on a tournament-by-tournament basis.

- **Watto's Cube** – A format played with a pre-defined card pool* of 450 cards to simulate a draft-style tournament, but within a more balanced environment and featuring more playable cards. Each player receives a set of 10 "Fixed" cards and then the remaining cards are put into 'virtual packs' and drafted by the participants. Watto's Cube can be played in the "Traditional Format" where you will draft a Light or Dark deck or "Secret Squirrel Format" where the cards from both sides are mixed together so that your deck will have both Light Side and Dark Side cards.

*The official card pool is posted here: <http://www.starwarsccg.org/cube>.

Constructed

There are two primary types of Constructed Deck events: "Standard" and "Legacy."

Standard – Standard events are constructed tournaments where players are construct their decks using any Decipher cards and any of the "standard" Virtual Set cards.

These cards contain the "standard" Virtual Set icon – a slanted ring around the Virtual Set number, e.g.  or .

This is the most common type of Constructed Tournament and it is the format used for the championship circuit of Star Wars CCG tournaments, including Worlds. The sets are often called "reset cards" because they are the Virtual Cards that are legal after the Virtual Card Reset took place in the Fall of 2014. These cards are available at <http://www.starwarsccg.org/resources/virtual-slips/>.

Note: while it is strongly encouraged that all players use the most up-to-date versions of the Virtual Cards, players using cards from Set 0 (the "Base Set") may continue to use any prior versions of the virtual slip with accurate game text from their Legacy release.

Legacy – Legacy Events are constructed tournaments where players construct their decks from any Decipher cards and the "Legacy Virtual Cards;" that is, the Virtual Cards that were made prior to the Reset described above.

The Legacy Virtual Cards contain a black diamond icon with the Virtual Block number inside, e.g.  or .

This is the playing environment as it was prior to the Virtual Card Reset. The 2014 World Championships was the final championship circuit to allow these cards.

These cards are available at <http://www.starwarsccg.org/Resources/MasterDS.pdf> (for the Dark Side cards) and <http://www.starwarsccg.org/Resources/MasterLS.pdf> (for the Light Side cards).

Sealed Deck

There are two primary types of Sealed Deck events: "sealed" and "booster draft."

Sealed – In sealed non-draft events, product remains unopened until each player is paired with their first opponent and assigned which side of the Force they will play throughout the tournament. Each player opens all his decks and packs simultaneously. Dark Side players give all of their Light Side cards to their opponents, and vice versa. Cards must be handled face down and not seen by either player prior to and during this exchange. (After the tournament each player keeps the cards they receive in the exchange.) If there is an extra player with no opponent to swap with, the Tournament Director is responsible for swapping cards from the extra sealed deck with that player.



Booster Draft - In booster draft events, players are seated in groups of either 4 or 6, depending on the number of participants in the tournament, according to the table below. In the case of an odd number of players, the Tournament Director must draft a dummy hand. This is done to make equal numbers of Light and Dark Side players in each group. The Tournament Director should always draft in a group of 6 and draft competitively. The following guidelines should be used to determine the group sizes:

- 8 players = 2 groups of 4
- 9 players = 1 group of 4 and 1 group of 6 (with a dummy player)
- 10 players = 1 group of 4 and 1 group of 6
- 11 players = 2 groups of 6 (one with a dummy player)
- 12 players = 3 groups of 4
- 13 players = 2 groups of 4 and 1 group of 6 (with a dummy player)
- 14 players = 2 groups of 4 and 1 group of 6
- 15 players = 1 group of 4 and 2 groups of 6 (one with a dummy player)
- 16 players = 4 groups of 4
- etc...

Players are randomly assigned to play either the Light Side or Dark Side and are never seated next to a player of the same side of the Force. In a group of 6, players would be seated Light/Dark/Light/Dark/Light/Dark in a circle. Once all players are seated, every player opens their first booster pack. If more than one type of booster pack is being used, packs should be opened in ascending order of release (e.g., Premiere before A New Hope). Keeping in mind that they are drafting cards to build their deck, each player chooses any one card that they want for their deck from their assigned side of the Force only (a player may not take cards from the opposite side of the Force) and then passes the remainder of the pack to the player on the left. No player may pick up the stack of cards that was passed to them until all players have chosen their one card and everyone is ready to pass. This is done in order to minimize confusion and the possibility of mixing piles of cards that might begin to stack up if one player is taking longer to draft than others. Any card that has been chosen by a player may no longer be looked at once they have picked up the next stack of cards; this is done so that the drafting process takes less time.

Sometimes a player may be passed card(s) for the other side of the Force from what they their playing, in this case that player should continue to pass the card(s) to the next person, looking at them if they so wish. Once all of the cards have been exhausted from the first pack, each player then opens a second booster pack and duplicates the process; this time passing the cards to the right and switching directions after each pack has been exhausted. Each time a pack is exhausted, players should be given 30 seconds to look through the cards they have already drafted, to determine what their next picks should be in order to build their decks.

Deck Building - After the sealed product exchange or booster draft is complete, players are given a set amount of time to build their deck:

- Players building 40 card decks should be given 10 minutes.
- Players building 60 card decks should be given 20 minutes.
- EPP Overdrive deck-builders should be given 15 minutes.

Re-customization - No other cards may be added to a player's deck from outside the tournament or from trading between players during the tournament, but a player may re-customize their deck between games with cards from the original stock of sealed cards, provided they follow the deck construction guidelines.

Watto's Cube

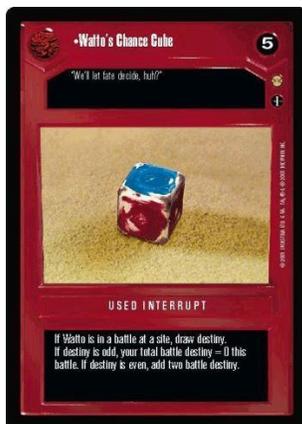
There are two primary types of Watto's Cube events: "Traditional" and "Secret Squirrel." Both versions use 45 card decks.

Traditional – Players are assigned either the Light or Dark Side and then placed in groups of as close to 5 (not to exceed 5) as possible for the draft, with each person in the group being assigned to the same side of the Force; therefore, the "virtual packs" used in each group should contain only cards from that group's assigned side of the Force.

6 players = 2 groups of 3
7 players = 1 group of 4 and 1 group of 3
8 players = 2 groups of 4
9 players = 1 group of 4 and 1 group of 5
10 players = 2 groups of 5
11 players = 2 groups of 4 and 1 group of 3
12 players = 3 groups of 4

Secret Squirrel – Players are placed in groups of as close to 8 as possible for the draft (not to exceed 10). After placement in a group, each player is randomly assigned either the Light Side or the Dark Side and given their fixed set of cards, but permitted to draft cards from either side of the Force.

15 players = 1 group of 7 one group of 8
16 players = 2 groups of 8
17 players = 1 group of 9 and 1 group of 8
18 players = 2 groups of 9
19 players = 1 group of 9 and 1 group of 10



Starting the draft: shuffle the cards in the Cube for each side and create "virtual packs" of cards to draft from: five 9-card packs for each player. Once all players are seated, every player opens their first "virtual pack." Players should not look at these packs until they are drafted from. Each player chooses any one card that they desire and then passes the remainder of the pack to the player on the left. No player may pick up the stack of cards that was passed to them until all players have chosen their one card and everyone is ready to pass. This is done in order to minimize confusion and the possibility of mixing piles of cards that might begin to stack up if one player is taking longer to draft than others. Any card that has been chosen by a player may no longer be looked at once they have picked up the next stack of cards; this is done so that the drafting process takes less time.

Once all the cards have been exhausted from the first "virtual pack" of cards, each player then opens a second pack and duplicates the process; this time passing the cards to the right and switching directions after each drafting round has been exhausted.

Deck Building - After the booster draft is complete, players are given 10 minutes to construct their 45-card decks.

Re-customization - No other cards may be added to a player's deck from outside the tournament or from trading between players during the tournament, but a player may re-customize their deck between games with cards from the original stock of sealed cards, provided they follow the deck construction guidelines.

For more information, including the official card list and Cube Guide, visit: <http://www.starwarsccg.org/cube>.

Alternate Formats

Closed Environment Formats

Classic: Classic events are constructed tournaments where players make their decks from any Decipher cards or Virtual Cards (either Legacy or Standard, depending on the event), except the following cards (or types of cards) are not allowed to be used:

- Any card (including Defensive Shields) with an Episode I icon () (Note: *Desperate Times* has been clarified to NOT have the Episode I icon and thus is legal in this format)
- Any maintenance card (e.g., Blizzard 4 or Lando Calrissian, Scoundrel)

Episode I Closed Environment: Episode I events are constructed tournaments where players make their decks from any Decipher cards or Virtual Cards (either Legacy or Standard, depending on the event) that have the Episode I icon on them (note the *Desperate Times* errata, mentioned above).

Special Episode I Format Rule for Undercover Spies. Note that in this format (and this format only), there is a special rule involving Undercover Spies. In this format, your opponent's Undercover spies do not prevent you from initiating a Force drain, however, once that drain is initiated, that Undercover spy will cancel it immediately. Accordingly, if Keder the Black is undercover at Watto's Junkyard and Credits Will Do Fine is on table, the Light Side player may still initiate a Force drain there (thus causing the Dark Side to place a card onto Credits Will Do Fine), however that Force drain will then be canceled (and the Dark Side will lose no further Force).



Battle of Endor Environment: The Battle of Endor events are constructed tournaments where players make their decks using cards from only the following three sources:

- (1) cards with the Endor expansion icon - 
- (2) cards with the Death Star II expansion icon - 
- (3) any of the cards contained within the Death Star II Pre-Constructed Starter Decks, even if they were not from the Endor or Death Star II expansion. The pre-constructed deck lists can be found at <http://www.starwarccg.org/wp/pre-constructed-deck-lists>, and the additional cards that are legal for this format include:

DARK SIDE

Reserve Pilot (A New Hope)
Dark Maneuvers (Premiere)
Flawless Marksmanship (Special Edition)
Ghhhk (A New Hope)
Imperial Reinforcements (Premiere)
Monnok (A New Hope)
Kessel (Premiere)
Black 3 (Premiere)
TIE Defender Mark I (Special Edition)
Victory-Class Star Destroyer (A New Hope)
Blaster Rifle (Premiere)
Enhanced TIE Laser Cannon (A New Hope)
Intruder Missile (Special Edition)

LIGHT SIDE

Derek 'Hobbie' Klivian (Hoth)
A Few Maneuvers (Premiere)
Grimtaash (A New Hope)
Houjix (A New Hope)
Steady Aim (Special Edition)
Bespin (Cloud City)
Tatooine (Premiere)
X-wing (Premiere)
Y-wing (Premiere)
Intruder Missile (Special Edition)



This format can also be played as a Sealed Deck style play, with each player getting a Death Star II Pre-Constructed Starter Deck and several booster packs from the Endor and/or Death Star II expansions to draft from and create a deck with. Note, when drafting the cards, the player must take the cards associated with the allegiance of his assigned starter deck, although generally most tournaments allow you to draft off-allegiance if you open a pack containing an Ultra Rare card (ie a Light Side player may still draft an Emperor Palpatine card).

Sealed Deck Formats

Premiere Sealed

Product required: 1 Premiere Starter Deck

Rules: Sealed

OTSD Sealed

Product required: 1 Official Tournament Sealed Deck

Rules: Sealed

OTSD Booster Draft

Product required: 1 Official Tournament Sealed Deck

Rules: Booster Draft

Additional notes: The 18-card premium packs are opened as if the format were sealed, and only the booster packs are drafted.

JPOTSD Booster Draft

Product required: 1 Jabba's Palace Official Tournament Sealed Deck

Rules: Booster Draft

Additional notes: Any character of ability 1 who has a printed deploy number of 3 or greater is considered, for all purposes, to be ability 2. This rule applies to both Dark Side and Light Side characters. The 18-card premium packs are opened as if the format were sealed, and only the booster packs are drafted.

EPP Overdrive

Product required: 1 Enhanced Premiere Pack

Rules: Sealed

Additional notes: Darth Vader With Lightsaber and Luke With Lightsaber packs are recommended for use, but any EPP pack is legal. 30 card decks should be built. Games are timed to 15 minutes. A minimum of 4 games should be played.

Death Star II Sealed

Product required: 1 Death Star II Pre-Constructed Deck

Rules: Sealed

Death Star II Booster Draft

Product required: 3 Endor booster packs, 3 Death Star II booster packs

Rules: Booster Draft

Reflections Booster Draft

Product required: 4 Reflections, Reflections II, or Reflections III booster packs

Rules: Booster Draft

Additional notes: Each player may bring with them six battleground locations that may be included in the player's deck. The Tournament Director should verify these locations' status as battlegrounds prior to beginning the tournament.

Secret Squirrel

Product required: 1 Jabba's Palace Official Tournament Sealed Deck

Rules and additional notes:

- Additional product may be included.
- Product is not exchanged or drafted in this format and there is no deck construction period
- A deck consists of the product the player opens.
- A player may glance through their deck to find any Objectives, starting Locations and/or Starting Interrupt that they may wish to use.
- If a player has more than one objective, only one may be included in their deck.
- Randomly decide who goes first.
- Both players may play Starting Interrupts of the same name.
- When a player deploys a location, that player chooses to deploy the location with either the Light Side or Dark Side game text facing them.
- A player may deploy a unique effect even if their opponent has a copy in play.
- A player may not persona replace their opponent's characters.
- A player may convert their own location.

Optional Secret Squirrel Rule Set

- Randomly assign the Light Side objective to one player, and Dark Side to the other
- All ability 1 characters are considered to have ability 2.
- Lando with Vibro-Ax, The Camp and His Name Is Anakin are banned.

Endor Draft Tournament Rules

(from Decipher's Rules Supplement for the Endor Expansion)

The standalone nature of the Endor expansion allows players to take part in an exciting new tournament format. This format is a type of sealed deck event that can be run as a Decipher sanctioned sealed deck tournament. All you need is a sanctioned tournament director and at least 8 players!

An Endor Draft tournament is run using standard Decipher sealed deck rules, but with one major difference: instead of trading cards with one opponent as in standard sealed deck tournaments, players choose cards from a much larger pool when constructing their 40-card decks.

Getting Started – If possible, the tournament should be run with an even number of players. Otherwise, the tournament director is required to participate in the draft in place of a player (but still does not play in the tournament). An even number of players also eliminates byes.

Before the draft begins, randomly assign an allegiance (Light or Dark) to each player. Make sure there are an even number of Light and Dark players. Each player (and the tournament director, if required to draft) must provide 6 unopened Endor packs.

The Draft – The tournament director assigns players to groups of 4 or 6, with the same number of Light and Dark players assigned to each group. Wherever possible, the tournament director should assign 6 players to a group, but at times there will have to be one or two groups with only 4 players. There should never be more than two groups with only 4 players assigned. Also, if the tournament director is required to take part in the draft, he should assign himself to a group of 6 (instead of a group of 4) if possible. Each group then moves to a table, with Light and Dark players alternating around the table.

To begin the first round of the draft, each player opens one pack. When opening a pack, each player has 45 seconds to pick one card, which is placed face down in front of him. The card selected usually must be the same allegiance the player is assigned. The exception is that a foil card may be selected regardless of allegiance. Once every player has selected a card, the selected cards are placed face down on each player's deck building pile (foils selected from the opposite allegiance are placed face up next to the deck building pile), and the remaining cards from the pack are passed to the next player.

During the first round (while drafting cards from the first pack), after each player has selected a card, packs are passed to the right. During the next round (when drafting from the second pack), packs are passed to the left. Alternate directions for each round until all six packs have been drafted.

When selecting any card but the first card from a pack, a player will have 30 seconds (instead of 45) to select a card. At times a player will be passed a pack that contains only cards from the allegiance that he is not playing. At that time, that player must pass that pack to the next player without selecting a card. The process is repeated until the first packs have been emptied, at which time all of the players open the next pack.

The Rest Of The Tournament – After all of the players have completed the draft, the tournament reverts to the standard Decipher sealed deck format, with two exceptions. The deck building period for the Endor Draft format is 15 minutes in duration. Also, in the rare case that a player has less than 40 cards of their allegiance in their deck building pile at the end of the draft, that player must play with as close to the 40-card requirement as possible.

Alternate Tournament Formats

Team Tournament Formats

Players group themselves into teams of two, with one player on each team playing their Dark Side deck and the other player playing their Light Side deck. Teams are then paired against one another (with each teammate playing against the opposing team's opposite allegiance deck). If both players on the same team win their game, that team wins the match. In the event one player on the team wins their game but their teammate loses, whichever team won their game with a higher differential is the winner. Players keep playing their same deck for each round.



The Bith Shuffle

This is a constructed event that can be held as a "consolation event" during larger tournaments where players bring the exact same decks (including defensive shields) that he or she played in the main event (this helps ensure the legitimacy or playability of their decks). Pairings are determined just like a normal Swiss event, but at the start of every game you are randomly assigned a deck from another player at the event. Decks are assigned randomly and are not based on your opponent, but you will never play your own deck. Players will hold on to their own decks in between games, and no player will play the same deck twice. Players are encouraged to shout questions across the room at their deck's owner, such as "how many ships are in this deck" or "how is this piece of crap supposed to beat walkers?"