

# STAR WARS™ Miniatures DCI™ Floor Rules

Effective: January 26, 2010

## Introduction

The *Star Wars* Miniatures **DCI** Floor Rules and the *Star Wars* Miniatures Game Rules should be read and understood by all players wishing to compete in sanctioned events. All DCI members participating in DCI-sanctioned *Star Wars*™ Miniatures events must abide by these rules.

Two other documents—the **DCI Universal Tournament Rules** and the **DCI Penalty Guidelines**—are used by organizers and judges who wish to further understand the details of how sanctioned events are to be organized and run, and to understand how judging for **DCI** events should work. These documents can be found at [www.thedci.com/docs](http://www.thedci.com/docs)

The *Star Wars* Miniatures Errata and FAQ are available at [www.wizards.com/default.asp?x=swminis](http://www.wizards.com/default.asp?x=swminis)

**Appendix A:** Changes from previous versions

**Appendix B:** Definition of terms

## 600. GENERAL STAR WARS Miniatures TOURNAMENT RULES

### 601. Format Categories

The **DCI** sanctions the following formats:

#### *Constructed*

- 100-Point Constructed
- 100-Point Dynamic Duo
- 150-Point Constructed
- 200-Point Constructed

#### *Limited*

- 100-Point Sealed
- 100-Point Booster Pack Draft
- 125- Point Sealed
- 125- Point Booster Pack Draft
- 150-Point Sealed
- 150-Point Booster Pack Draft

### 602. Ratings Categories

The **DCI** provides the following ratings categories:

- **Constructed:** includes all constructed formats
- **Limited:** includes all limited formats

DCI Ratings and Rankings for all sanctioned games can be viewed at [www.thedci.com](http://www.thedci.com)

### 603. Necessary Tournament Materials

Players must bring the following items to participate:

- A terrain map (battle grids and terrain tiles may not be used in DCI-sanctioned *Star Wars* Miniatures tournaments). Players in Limited tournaments may bring multiple terrain maps and choose one to use during squad construction.
- A 20-sided die (d20). Dice must not be especially large or small. Players may not use Spindown™ dice or any dice that have all of the high numbers in a cluster together.
- Tokens or pen and paper for clearly tracking damage, force point use, victory points, and other effects.
- Models and corresponding stat cards for constructed events.

#### 604. **Authorized Models, Stat Cards and Terrain Maps**

*Star Wars* Miniatures models released by Wizards of the Coast LLC are legal for tournament play. Players must have the official corresponding stat cards for all registered miniatures. Players using multiples of the same model need only one copy of the official stat card for those models (with the exception of conversions being used) but still must provide a clear method for all players to readily know the status of each individual model. Players must make their stat cards available to opponents or tournament officials upon request.

The following *Star Wars* stat card is legal for tournament play:

[http://www.wizards.com/starwars/download...\\_Front.pdf](http://www.wizards.com/starwars/download..._Front.pdf)

[http://www.wizards.com/starwars/download...r\\_Back.pdf](http://www.wizards.com/starwars/download...r_Back.pdf)

The 181st Imperial Pilot miniature is used to represent the model for this stat card. All stated rules in 604 providing a clear method for all players to readily know the status of each model are still applicable. If both the 181st Imperial Pilot and the Elite AT-AT Driver are used in the same squad, a clear method for all players to readily identify each individual miniature must be in place.

Stat cards are interpreted using the official *Star Wars* Miniatures Game Rules and Official Errata. Errata can be found at: [www.wizards.com/default.asp?x=swminis](http://www.wizards.com/default.asp?x=swminis)

#### **Conversions**

Conversions (customization of models) are allowed in DCI-sanctioned *Star Wars* Miniatures tournaments, but must adhere to the following rules:

- The base model (the model being converted) must be a *Star Wars* Miniatures model.
- Base models must remain easily identifiable. A player must be able to tell what each model is on first glance at the battlefield.
- When a conversion is being used it must have the corresponding official card for each conversion model. For example, if a player is using three customized Mouse Droid models and one official Mouse Droid model in their squad they will need to have four official Mouse Droid cards.
- Additional equipment (including weaponry) may not be added to a model if that equipment is not represented on the model's stat card. For example, a player may not add a blaster to a model that doesn't have a ranged attack.

The following *Star Wars* Miniatures terrain maps are legal for tournament play at any point level. Organizers choose one of three map lists (Open, Standard, or Restricted) for the tournament. The Standard map list is recommended. Maps marked with an X are legal when using that list. A few maps are not legal in any list.

<i>Map</i>	<i>Open</i>	<i>Standard</i>	<i>Restricted</i>
Clone Strike starter Grand Plaza map	X	X	X
Rebel Storm Ultimate Missions Cloud City map (updated Organized Play version only)	X	X	X
Revenge of the Sith Ultimate Missions Throne Room map (AKA Star Wars Miniatures 2007 starter Imperial Base map)	X	X	X
Attack on Endor Commander's Office map	X	X	X
Attack on Endor Hall of Judgment map	X	X	X
Attack on Endor Rancor Pen map	X	X	X
Rebel Storm Ultimate Missions Mos Eisley map (updated Organized Play version only)	X	X	
Clone Strike Ultimate Missions Nightclub map (treat windows as walls, high ledges as on the same level with the streets)	X	X	
Revenge of the Sith starter Power Regulation Chamber map	X	X	
Rebel Storm starter Tractor Beam Reactor Coupling map	X	X	
The Clone Wars starter Freight Transit Station map	X	X	
The Clone Wars Map Pack Rattatak Arena map	X	X	
Clone Wars Battles Muunilinst Commerce Plaza map	X		
Knights of the Old Republic poster Taris Undercity map	X		
Battle of Hoth Echo Base Outpost map	X		
Attack on Endor Bunker map (brown forest lines are ignored)	X		
Clone Strike Ultimate Missions Geonosis Arena Pit map	X		
Revenge of the Sith Ultimate Missions Mustafar Plateau map	X		
The Clone Wars starter Christophsis map	X		
Clone Wars Battles Christophsis (Intact) map	X		
Star Wars Miniatures 2007 starter Korriban map	X		
Legacy of the Force Ossus Landing Platform map	X		
The Clone Wars Map Pack Nelvaan Snow Fields map	X		
The Clone Wars Map Pack Teth Courtyard map	X		
The Clone Wars Map Pack Crystal Caves of Ilum	X		
The Clone War Map Pack Coruscant Streets Map	X		
The Clone Wars Map Pack Teth Monastery map	X		
AT-AT Imperial Walker Deflector Shield Generator map			
AT-AT Imperial Walker Hoth Plateau map			

**605. New Releases**

*Star Wars* Miniatures models are allowed in both **DCI**-sanctioned Constructed and Limited tournaments as soon as they are published in a set. Prerelease models and promo miniatures are not allowed in sanctioned play unless they are a part of a set that has been released.

**606. Participation Minimums**

A minimum of **four** people must participate in a *Star Wars* Miniatures DCI-sanctioned event. If this minimum is not met, the event is no longer considered DCI-sanctioned, and will not be included in DCI ratings. If participation minimums are not met for any DCI-sanctioned event, the tournament organizer must report the event as cancelled.

**610. STAR WARS MINIATURES TOURNAMENT MECHANICS**

**611. Match Structure**

*Star Wars* Miniatures matches consist of one game per match. Match results are reported to the DCI for inclusion in the worldwide ratings.

**612. Match Time Limits**

Sixty minutes are recommended for each tournament round of Constructed or Limited tournaments. Games are meant to be played to completion (reach victory conditions) within the time limit. Players must take their turns in a timely fashion regardless of the complexity of the play situation and adhere to time limits specified for the tournament. Players must maintain a pace to allow the match to be finished in the announced time limit. Judges should ensure a fair outcome within the recommended time limits.

**613. Squad Registration**

A player must register his or her squad, recording all models and selected terrain map to be used, before the start of the first round of play. In constructed tournaments, players may not change their squad or terrain map during the tournament. In Limited tournaments, players may only change their squad or terrain map if a new set of sealed product is opened or a new draft occurs.

**614. Pregame Procedures and Who Plays First**

1. Players begin the pregame procedure by revealing their squads to each other.
2. Players roll to determine which player will choose the map to be played on.
3. The player with the higher roll chooses which map will be played on. The player with the lower roll selects whether to set up first or second. The player who sets up first selects a side and sets up his miniatures, then the other player sets up on the opposite side.
4. Players roll for initiative to determine who will play first.

**615. Tournament Play Procedures**

Players must follow these procedures and etiquette during play:

**Setup**

All miniatures must start with part of their base within four squares of the short edge of the map on that player's side.

Players must fill their starting area as completely as possible, then extra characters are placed as close to the starting area as possible. Huge figures must be set up first, then Large, Medium and Small figures.

**Start Location**

When counting out movement for a miniature, players should leave the miniature in its starting place until the final position of the miniature is chosen. Alternately, players may mark the starting location of a miniature with a token.

**Number of Activations per Round**

On the first phase of the round, the first player activates only one character. The next player then activates two characters. The first player then begins a new phase, activating two more characters. Players continue alternating in this way until all characters have been activated.

**Model Activation**

Players must indicate which models have been activated in one of three ways:

1. Turn the stat card of an activated model 90 degrees.
2. Place a token or bead on the stats cards of models that have been activated.
3. Turn the miniature of a model that has been activated to face the opposite direction.

### **Damage Counters and Effects**

Damage and effects must be clearly tracked on the stat card, the model, or on paper during the match. Players may use damage counters or dice (they must be distinct from other types of counters or dice used in the game), pen and paper, or mark directly on the stat card itself to keep track of these effects.

### **Destroyed Squad Members**

Destroyed squad members and their corresponding stat card should be set aside from the play area.

## **616. End-of-Match Procedure**

A match ends when:

1. a player meets the victory condition, or
2. the match time limit runs out, or
3. no side takes damage, makes an attack roll, or makes a saving throw for 5 complete rounds.

If a match ends before a player meets the victory condition, players complete the current round. If neither player has reached the victory condition, the following tiebreakers are used:

1. The player who has scored the most victory points wins the match.
2. The player whose model is closest to the center of the terrain map wins the match.
3. If more than one model is equally close, the player that owns the highest-cost model closest to the center wins the match.

If the players are still tied, the match is considered a double-loss (no match points are awarded).

## **617. Game Rule Modifications for All Tournaments**

### **Soresu Style Mastery**

Soresu Style Mastery only affects non-melee attacks in DCI-sanctioned tournament play.

### **Rigid**

Characters with Rigid lose Rigid in DCI-sanctioned tournament play.

## **620. RULES FOR CONSTRUCTED TOURNAMENTS**

### **621. Squad Construction**

Players must follow the faction rules as stated in the *Star Wars* Miniatures Game Rules.

Squads may not contain more points than the limit specified by the format category. (They may contain less.)

**622. Constructed Scenarios**

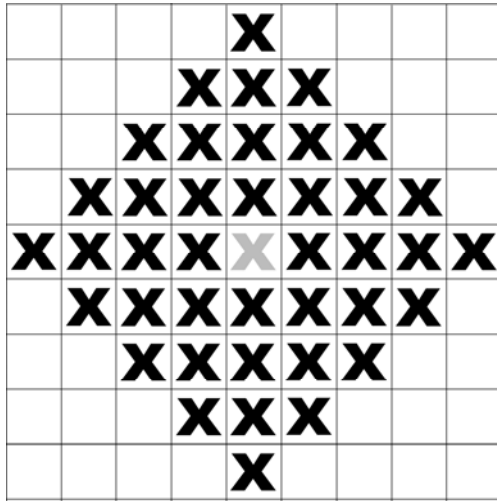
*Standard Scenario*

**Victory Condition:** Victory is achieved if one player eliminates his opponent's entire squad (including Reinforcements) at the end of a round while having at least one piece of his own remaining. If this has not occurred at the end of a round, if at least one player has scored points equal to or in excess of the format point limit (100, 150 or 200 points), the player with the most victory points wins. If both players meet this condition and have the same number of victory points, players play an additional round. The player with the most victory points at the end of the extra round wins. If the players are still have the same number of victory points, additional rounds are played until the tie is broken, or match time runs out (see Section 616).

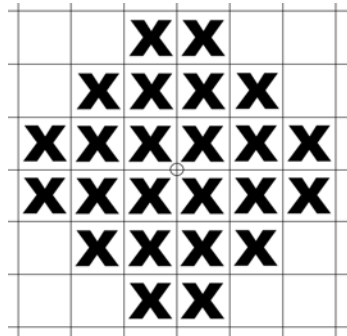
There are two ways to score victory points:

- 1) *Eliminate enemy models:* points scored are equal to model cost
- 2) *Occupy the map center:* five points are scored each round that a player ends a round with a model that costs five points or more (Reinforcements count as 0) within four squares of the center of the map; ignore low objects and walls when determining this area. Both players may score in the same round and neither player scores more than five points total even if they have more than one model near the center of the map. This method of scoring points is generally referred to as "Gambit" scoring.

Examples:



Area for scoring if the center of the map is a total square.



Area for scoring if the center of the map is a point.

**630. RULES FOR LIMITED TOURNAMENTS**

There are two types of Limited tournaments: Sealed or Booster Pack Draft. The rules for these two types of sealed tournaments have different setup and constructions rules, detailed in Sections 640 and 650 respectively.

**631. Limited Scenarios**

*Standard Scenario* – see description in Section 622.

**640. RULES FOR SEALED TOURNAMENTS**

### **Tournament Setup**

Once players are seated, tournament officials provide each player with

- 1) One Starter Set and one Booster Pack, or
- 2) Two Booster Packs

Each player must receive the same product. **Example:** If a player receives a *Rebel Storm* Starter Set and a *Clone Strike* Booster, all players must receive a *Rebel Storm* Starter Set and a *Clone Strike* Booster.

### **Sealed Squad Construction and Registration**

Once all players receive their sealed product, they will have 20 minutes to build and register their squads from the product provided.

Squads may not contain more points than the limit specified by the format category.

There are no faction restrictions in the Sealed format. Players may use any models they receive in their sealed product for their squad, even multiples of the same unique model.

Players may choose their terrain map during squad registration. If players receive a Starter Set, they may choose to use the terrain map in the Starter Set instead of one brought to the event. Players should indicate their terrain map choice on their squad registration sheet. Players then roll to see who chooses which end to set up at. The choosing player deploys all their miniatures first.

## **650. RULES FOR BOOSTER PACK DRAFT TOURNAMENTS**

### **Tournament Setup**

Players are seated randomly into drafting circles (called pods) of roughly equal size. Four is the recommended pod size. Pods may not contain less than three or more than five players, and tournament officials must maximize the number of four-person pods. **Example:** If nine players are registered for a draft tournament, they should be seated in two pods: one with four players and one with five. They should **not** be seated in three pods with three people each.

A tournament official then distributes two new Booster Packs to each player. Each player must receive same product. For example, if one player receives a *Clone Strike* Booster and *Rebel Storm* Booster, all players must receive a *Clone Strike* Booster and *Rebel Storm* Booster.

### **Active Player Rotation**

The player drafting first from the stat cards presented on the table is called the *active player*. The first active player is the participant in the first seat, designated by the judge. All players in each drafting pod serve as the active player once for each Booster Pack group, with the active player moving between players as follows:

- In a clockwise direction for the first Booster Pack group (beginning with the first active player)
- In a counterclockwise direction for the second Booster Pack group (starting with the last active player in the first group).

### **Table Preparation**

Each active player lays out stat cards of one Booster Pack face up on the table, with the stat cards facing him or her and the models set aside from the drafting area. Players are given 30 seconds to review the cards before drafting begins. At the end of the 30-second review, the active player drafts the first stat card. Then each player in turn has 10 seconds to review and draft from the remaining stat cards. If a player fails to select a card in that time, the pod judge issues that player the highest-cost stat card still remaining from the booster pack.

**Draft Order**

The draft order moves in a horseshoe pattern, beginning with the active player and continuing around the table to the last participant in the group who has not yet drafted a stat card. The last player in the group selects a second stat card, and then the draft continues in reverse order, moving back toward the first player. Once the draft is completed, all players should have the same number of miniatures.

**Example:** Four players are seated at a table. They are numbered 1-2-3-4 in clockwise order. The draft runs in this pattern:

<i>Player 1 opens</i>	<i>Player 2 opens</i>	<i>Player 3 opens</i>	<i>Player 4 opens</i>
<i>1<sup>st</sup> Booster Pack</i>	<i>2<sup>nd</sup> Booster Pack</i>	<i>3<sup>rd</sup> Booster Pack</i>	<i>4<sup>th</sup> Booster Pack</i>
Player 1 drafts	Player 2 drafts	Player 3 drafts	Player 4 drafts
Player 2 drafts	Player 3 drafts	Player 4 drafts	Player 1 drafts
Player 3 drafts	Player 4 drafts	Player 1 drafts	Player 2 drafts
Player 4 drafts	Player 1 drafts	Player 2 drafts	Player 3 drafts
Player 4 drafts again	Player 1 drafts again	Player 2 draft again	Player 3 drafts again
Player 3 drafts	Player 4 drafts	Player 1 drafts	Player 2 drafts
Player 2 drafts last	Player 3 drafts last	Player 4 drafts last	Player 1 drafts last
<i>Player 4 opens</i>	<i>Player 3 opens</i>	<i>Player 2 opens</i>	<i>Player 1 opens</i>
<i>5<sup>th</sup> Booster Pack</i>	<i>6<sup>th</sup> Booster Pack</i>	<i>7<sup>th</sup> Booster Pack</i>	<i>8<sup>th</sup> Booster Pack</i>
Player 4 drafts	Player 3 drafts	Player 2 drafts	Player 1 drafts
Player 3 drafts	Player 2 drafts	Player 1 drafts	Player 4 drafts
Player 2 drafts	Player 1 drafts	Player 4 drafts	Player 3 drafts
Player 1 drafts	Player 4 drafts	Player 3 drafts	Player 2 drafts
Player 1 drafts again	Player 4 drafts again	Player 3 drafts again	Player 2 drafts again
Player 2 drafts	Player 1 drafts	Player 4 drafts	Player 3 drafts
Player 3 drafts last	Player 2 drafts last	Player 1 drafts last	Player 4 drafts last

**Booster Pack Draft Rules**

Players may not communicate with others during a draft.

After the 30 second review, if a player picks up a stat card, that card is considered drafted and the player may not select a different stat card. Players should only touch stat cards if it is their turn to draft.

During the draft, players must display all stat cards they drafted stat side face up in view of all players.

After each booster pack is drafted, players should collect the models that match the stat cards they drafted.

**Draft Squad Construction and Registration**



Once the draft is completed, players will have 20 minutes to build and register their squads from the miniatures they drafted.

Squads may not contain more points than the limit specified by the format category.

Players may choose their terrain map during squad registration and should indicate their choice on their squad registration form.

In **Draft** tournaments, a player's squad must be a Light or Dark squad using the following faction rules:

- A **Light side squad** may contain Old Republic, Republic, Rebel Alliance and New Republic miniatures.
- A **Dark side squad** may contain Sith, Separatists and Empire miniatures.
- Fringe, Mandalorian and Yuuzhan Vong miniatures can be used in **either** Light or Dark side squads.

#### **Draft Tournament Round Procedures**

Under most circumstances, players should only play against other players in their draft pod. However, it is sometimes necessary to set up matches between people from different pods with the squads built from the first draft. In this case, the organizer need not conduct a second draft. Choice of map, which player sets up first and which player goes first are as per Section 640 (Rules for Sealed Tournaments)

#### **660. RULES FOR DYNAMIC DUO TOURNAMENTS**

Using only two characters, each player builds a squad totaling exactly 100 points. Normal faction rules apply. Reinforcements and Reserves abilities are ignored. Each phase, players activate 1 character instead of two.

The following character is not permissible for use in the Dynamic Duo format:  
Boba Fett, Bounty Hunter

## **670. Scoring and Standings (All Tournament Formats)**

*Note: Section 670 does not go into effect until such time as the DCI Reporter software also supports this scoring method. The scoring method used by the DCI Reporter software takes priority in any case where it does not match a rule below.*

### **Victory**

In all tournament formats, a victory shall be awarded 3 match points to the winner of the match. A victory is declared when the match is completed by one of the players by either destroying his opponent's entire squad or by scoring the required number of victory points (for example in a 150 point match victory is declared when 150 or more points is scored). A bye for the round is considered a complete game victory and shall be awarded 3 match points.

### **Victory by Tiebreaker**

In all tournament formats, a victory by tiebreaker shall be awarded 2 match points to the winner of the match. Victory by tiebreak occurs when time is called for the match or five rounds have passed without a player making an attack, making a saving throw or taking damage and the normal victory conditions have not been met for the match. The player winning the match as determined by Section 616 will then receive 2 match points for their victory.

### **Victory by Concession**

In all tournament formats, a victory by concession shall be awarded 3 match points if the game is conceded prior to the halfway point in the match, typically 30 minutes. After the halfway point, a player conceding will need to call for the judge to determine the match points. The game must be very lopsided for a judge to award the full 3 points after the halfway point. Otherwise it will be 2 points.

### **Loss**

In all tournament formats, a loss by any means shall be awarded 0 match points.

### **Standings**

Standings in a tournament, for declaring a tournament winner, shall be determined by match points. In the event of multiple players being tied for match points the following shall be used to determine the final standings:

1. Match Win Points – The player with the most match points.
2. Match Win Percentage – The player with the highest match winning percentage.
3. Completed Victories – The player with highest number completed victories during the tournament (games in which 3 match points were achieved)
4. Head to Head Matchups – The player who has won any head to head matchups would be ahead of the loser in a head to head matchup.
5. Opponents Match Win Percentage – The player with the highest opponent match winning percentage.

## APPENDIX A—CHANGES FROM PREVIOUS VERSIONS

### Changes from the July 2009 version:

Section 601. Added 125 point category to sealed and booster draft.

Section 604. Clarified that each conversion requires an official card. Remove banned character. Revise the map choice method.

Section 612. Clarified that the game is intended to be played to completion within the time limit.

Section 616: Change to 5 rounds of inactivity instead of 10 to end match.

Section 617. New section for universal game rules modifications. Added Soresu Style Mastery modification. Moved Rigid to this section.

Section 622: Clarified that models costing less than 5 points do not score, and multiple characters do not each score.

Section 632. Removed. Consolidated into 617.

Section 633. Moved to 660.

Section 660. Moved Dynamic Duo to new section header rather than in Limited section. Formerly 633.

Section 670: Add section on future tournament scoring.

## APPENDIX B—DEFINITION OF TERMS

**Constructed:** A tournament in which players bring their own squads. Squads are built from a large pool of miniatures, depending on the exact format.

**DCI:** Organization dedicated to developing and maintaining tournament structures for trading card and miniatures games. Formerly an acronym for Duelists' Convocation International, the name is now simply the **DCI**.

**Judge:** Someone making sure the tournament is run fairly and efficiently.

**Limited:** A tournament in which players build their squads from miniatures they open or draft during the tournament.

**Match:** A game or series of games between two players or teams that determines a winner. In *Star Wars* Miniatures, there is one game per match.

**Tournament Organizer:** The person responsible for where and when the tournament happens. This person is also responsible for sending the results to the **DCI** so that players' ratings are updated appropriately.

**Rating:** A numeric value published by the **DCI** that indicates a player's past performance in DCI-sanctioned tournaments.

**Single Elimination:** A competition structure that eliminates players after one match loss. It may be necessary to award byes in the first round to create a situation in which there will be only two undefeated participants playing off in the last round of the event.

**Swiss Rounds:** Competition structure that allows players to participate in every round of the tournament. Single-elimination final rounds may follow Swiss rounds in some tournaments.

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