



ADEPTICON 2013

ADEPTICON X-WING DOGFIGHT TOURNAMENT

ROUND RESULTS



ROUND #			
Circle One			
1	2	3	4
MATCH ENDED ON...			
Circle One			
On Dice*		On Time	

* All ships on one side have been destroyed or one player conceded the game.

YOUR NAME			
YOUR FACTION			
Circle One			
Imperial	Rebel		
YOUR SQUAD BUILD TOTAL			
YOUR MATCH RESULT			
Circle One			
Win	Modified Win	Loss	Draw
YOUR COMBAT LOSSES*			

* Total squad point value of **your** destroyed ships and upgrade cards.

OPPONENT'S NAME			
OPPONENT'S FACTION			
Circle One			
Imperial	Rebel		
OPPONENT'S SQUAD BUILD TOTAL			
OPPONENT'S MATCH RESULT			
Circle One			
Win	Modified Win	Loss	Draw
OPPONENT'S COMBAT LOSSES*			

* Total squad point value of **your opponent's** destroyed ships and upgrade cards.

END OF MATCH

Each tournament match ends in one of the following three ways:

- All of one player's ships are destroyed (respecting the Simultaneous Attack Rule, p 16). The player with at least one ship remaining immediately earns a **Match Win**, and his opponent receives a **Match Loss**. If neither player has any remaining ships, the game ends in a **Draw**.
- At the end of the current round, the match time limit has been reached. Each player calculates the total squad point value of his opponent's destroyed ships, including Upgrade cards equipped to those ships. The player who destroyed the greatest total squad point value receives a **Modified Match Win**, and his opponent receives a **Match Loss**. If the winning player destroys at least 33 points more than his opponent, he receives a **Match Win** instead. If both players destroyed the same total squad point value, the game ends in a **Draw**.
- A player voluntarily concedes defeat at any point during the match. By conceding defeat, he receives a **Match Loss** and his opponent receives a **Match Win**. It is considered good sportsmanship to concede defeat when there is no reasonable chance for victory.