



ADEPTICON 2013

ADEPTICON X-WING TEAM TOURNAMENT

ROUND RESULTS



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

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

YOUR TEAM			
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 team's** destroyed ships and upgrade cards.

OPPONENT'S TEAM			
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 team's ships are destroyed (respecting the Simultaneous Attack Rule, p 16). The team with at least one ship remaining immediately earns a **Match Win**, and their opponents receive a **Match Loss**. If neither team 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 team calculates the total squad point value of their opponent's destroyed ships, including Upgrade cards equipped to those ships. The team who destroyed the greatest total squad point value receives a **Modified Match Win**, and their opponent receives a **Match Loss**. If the winning team destroys at least 33 points more than their opponents, they receive a **Match Win** instead. If both teams destroyed the same total squad point value, the game ends in a **Draw**.
- A team voluntarily concedes defeat at any point during the match. By conceding defeat, they receive a **Match Loss** and their opponents receive a **Match Win**. It is considered good sportsmanship to concede defeat when there is no reasonable chance for victory.