



**XWA EUROPEAN CONTINENTAL SYSTEM OPEN
& WTC BATTLE FOR MALINAS TEAM EVENT**

EVENT PACK

2026

V1

LAST UPDATE: FEB 17TH

**BATTLE FOR MALINAS XWA
SANCTIONED EVENT**



X-WING EVENT DETAILS

ABOUT THE EVENT

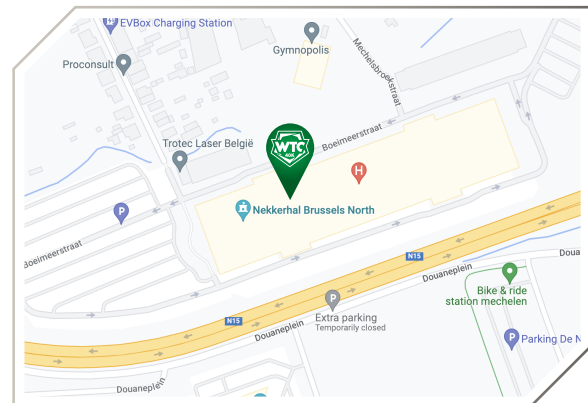
The Battle for Malinas is an XWA & XTC-associated event. The XTC or X-Wing Team Championship in full, is an annual tabletop gaming event which invites gamers from across the world to participate. It is a team focused event, but also supports a singles side events where people can play exciting games against their peers. The event is run for the benefit of the international X-Wing gaming community, with some of members within that community taking a leading role in directing its activities with the aim to provide players so inclined to come down and head out for a great weekend of playing some great in-person X-wing games.

VENUE LOCATION

EVENT LOCATION

The event will be held in **Nekkerhallen, Mechelen, Belgium**. For more info regarding the venue including how to get there, hotels etc, please visit the following website :

<http://www.wtc-belgium.com>



PARKING ARRANGEMENTS



There are 3000 parking spaces available directly at the venue for a fee of 7.5 euro per day.



X-WING EVENT DETAILS

ENTRY FEE & REGISTRATION

The Entry fee is set at €30 per player for the XWA European Continental System Open and €375 per team for the WTC X-wing Team Event (registration fee includes one non-playing staff member for each team). Non registered individuals are not allowed to participate in the competition in any capacity. Teams can add on additional non-playing team members (for coaching/supporting role in the team event) and this at a fee of €20 per supporting player. The XWA European Continental System Open will have four or five rounds of SWISS on the thursday folowed by a top-cut on the Friday. Entry to the venue on Friday is included in the ticket price for all players participating in the ECSO or WTC events. This allows everyone to follow the final games, play some free pickup games, or join in any impromptu events ("Kassel Run" event) the WTC decides to set up on Friday depending on the amount of interested players.

The entry fee will fund all participants prizes, referee and volunteer costs, and any other logistical costs associated to the event. Every Captain is expected to perform a single payment for the whole Team by checking out a Team Ticket via the WTC online store at wtc-belgium.com.

X-WING LIST & EVENT DEADLINES

There will be a Longshanks event page for each event (links to follow), players/captains are expected to submit their lists using YASB XWS (<https://yasb.app>) or URL import. Missing lists at deadline may result in a round 1 loss, if you are having trouble please contact the event organisers or officiating referees for assistance. Players both attending the ECSO and Team events are not required to use the same list at both events.

XWA European Continental System Open & WTC X-wing Team Event Deadlines

Pre-Event Points/Rules Change Deadline	FRI JUL 31st	23:59 CET
Ticket Transfer Deadline	FRI JUL 31st	23:59 CET
Registration & Payment Deadline	SUN AUG 2nd	23:59 CET
List & Faction Submission Deadline	SUN AUG 2nd	23:59 CET



X-WING EVENT DETAILS

EVENT OUTLINE XWA EUROPEAN CONTINENTAL SYSTEM OPEN

This is a sanctioned XWA System Open and the winner will receive a Round 1 bye at the X-wing World Championships. Additional Round 1 World byes may be awarded depending on player count (TBC).

The singles event will happen over two days. Thursday will see 4 to 5 rounds of Swiss, at the end of swiss all players on 1 loss or better will progress to day 2 Top cut. Anyone not making top cut is welcome to come back Friday for casual games. If there is interest, we can run a side event.

For registration there will be a 'round 1 draw' on Longshanks at 09:00 – this is not round 1, purely to check players are here, registered and lists submitted. Please take a seat at your assigned table at 09:00 and stay seated until a judge speaks to you. Once registration is complete the real round 1 draw will happen.

TOURNAMENT SCHEDULE

THURSDAY 28TH AUGUST

Registration	9:00 - 9:15
Pre-event briefing	9:15 - 9:30
Swiss Round 1	9:30 - 11:15
Swiss Round 2	11:15 - 13:00
Lunch Break	13:00 - 13:30
Swiss Round 3	13:30 - 15:15
Swiss Round 4	15:15 - 17:00
Swiss Round 5*	17:00 - 18:45

*Round 5 will not be required if we have fewer than 53 players.

FRIDAY 29TH AUGUST

Top Cut Registration	9:00 - 9:15
Pre-event briefing	9:15 - 9:30
Top Cut Round 1	9:30 - 11:15
Top Cut Round 2	11:15 - 13:00
Lunch Break	13:00 - 13:30
Top Cut Round 3	13:30 - 15:15
Finals	15:15 - 17:00
Award ceremony	17:00

APPROXIMATE EVENT FORMAT

24 or fewer players 4 rounds of Swiss 3 rounds of Top cut	25 to 52 players 4 rounds of Swiss 4 rounds of Top cut	53+ players 5 rounds of Swiss 4 rounds of Top cut
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ROUND LENGTH & RULES

Game rounds length is determined following the latest version of the X-Wing Tournament rules i.e. 75 min +/- 3 min. The **XWA European Continental System Open** follows all the latest official rules for X-wing as well as the clarifications provided by the XWA & XTC and via Official Forums.

The event will be played in X-Wing Second Edition in the XWA Competitive In-Person event format (ref. "2.5" ruleset documentation, most recent version at the agreed cut-off date for updates).



X-WING EVENT DETAILS

EVENT OUTLINE WTC X-WING TEAM EVENT

The team event will happen over two days, Saturday & Sunday, with 9 rounds of X-wing. The exact format will be announced by the Judges at the beginning of August once the total number of Teams is known.

For registration Captain's will be required to check-in with the Judges and confirm their team is present. You can then head to your row and begin pairings and set-up.

TOURNAMENT SCHEDULE

SATURDAY 30TH AUGUST

Registration	9:00 - 9:15
Pre-event briefing	9:15 - 9:30
WTC Round 1	9:30 - 11:30
WTC Round 2	11:30 - 13:30
Lunch Break	13:30 - 14:00
WTC Round 3	14:00 - 16:00
WTC Round 4	16:00 - 18:00
WTC Round 5*	18:00 - 20:00

SUNDAY 31ST AUGUST

Day 2 check-in	9:00 - 9:30
WTC Round 1	9:30 - 11:30
WTC Round 2	11:30 - 13:30
Lunch Break	13:30 - 14:00
WTC Round 3	14:00 - 16:00
WTC Round 4	16:00 - 18:00
Event break-down	18:00 - 18:30
Award ceremony	18:30

If there are 10 or less teams we will play a round robin where each team plays every other team once.

If there are more than 10 teams the Judges will determine a fair and competitive event format that avoids any duplicated match ups until at least round 8 and 9.

ROUND LENGTH

Game rounds length is determined following the latest version of the X-Wing Tournament rules i.e. 75 min +/- 3 min

RULES & RELEVANT DOCUMENTATION

The WTC X-wing follows all the latest official rules for X-wing as well as the clarifications provided by the XWA & XTC and via Official Forums.



X-WING EVENT DETAILS

EVENT OUTLINE

EVENT DISCUSSIONS

All event-related discussions should be held on the Official XTC Discord Server.

All venue, location, scheduling and non rules-related discussions will be held on the WTC Discord Server. Specific channels will be created for the event. XTC Captains are the first players point of contact.

**JOIN THE
XTC DISCORD**

**JOIN THE
WTC DISCORD**



**OFFICIAL LANGUAGE
FOR THE TOURNAMENT**



Players attending the WTC are expected to act in a sportsmanlike manner at all times, and this not only towards their direct opponents. This goes for all other attendees as well. All players must be able to communicate in English. This is non-negotiable.

PARTICIPANTS EXPECTATIONS

All players participating in XWA/XTC/WTC BfM events must:

- Know the abilities of their own lists;
- Know the basics of playing X-Wing;
- Do their best to communicate with their opponent;
- Double-check the results with their opponent before reporting to captains.

EVENT AFFILIATION AND ENDORSEMENTS

The XWA, XTC and WTC are not affiliated with Fantasy Flight Games, Atomic Mass Games or their partners. The events are to be played following the same standards expected for Official XWA Premier Level Events.



X-WING EVENT DETAILS

WTC X-WING TEAM EVENT DETAILS

GAME FORMAT AND LIMITATIONS

The event will be played in X-Wing Second Edition in the Standard format (ref. "2.5" ruleset documentation, most recent version at the agreed cut-off date for updates).

No additional list-building limitations will be enforced between lists of the same team, with the exception that only a single player can represent each Faction.

The event structure is to be determined based on attendance. If the event has 10 teams or less, Round Robin pairing will be used. If more than 10 teams register to the event the referee team will determine a fair and competitive event format that avoids any duplicated match ups until at least round 8 or 9.

TEAM COMPOSITION & FACTION ASSIGNMENT

Each team will be composed of up to 5 players with the possibility of registering 1 or more non-playing participants/substitutes. We want to stipulate this event is not tied to nationality like the WTC 40K or online XTC event are. While we encourage building the strongest team on a national level to come and compete, it is also perfectly fine to build an international team with TTS mates, bring your club mates over from your home country, or perhaps build a team with friends you made while playing the game abroad.

Non-playing participants/substitutes can either function as a non-playing captain (hence dealing with pairings and team coordination, without playing) or as a coach in case said participant does not want to deal primarily with the pairing procedure. A substitute player may be swapped in before the start of a given round to play one of the submitted faction lists in lieu of another team member.

The team will present one squadlist from 5 of the 7 available factions: Rebel Alliance, Galactic Empire, Scum and Villainy, Resistance, First Order, Galactic Republic, and Separatist Alliance. Players are bound to a faction and cannot be assigned by their captain to a different faction every round.

Please note that in case of an odd number of registered teams, a "Pirate" Team may be entered into the tournament to avoid byes.

List changes restrictions

During the event it will not be possible to change the submitted squadron lists.



X-WING EVENT DETAILS

WTC X-WING TEAM EVENT DETAILS

SCORING

Each round will give 1 "Team Win" to the winning team. Each individual victory awards the team 1 "Player Win". A round is won when one team has more "Player Win" conditions than the opposing team. In a case there are 2 wins and a draw condition for both teams, the round result is a tie and each team is rewarded 1 point instead of the 2/0 in case of a Team Win/ Team Loss.

POSITIONAL TIEBREAKERS

The following is the ranking of results for a given team. In the case of a tie in terms of team points, consult the ranking below it to break said tie. E.g. If two teams are tied for Team Points (rank 1), then the tie breaker will be Sum of individual Players' Wins (rank 2).

Team Points

Sum of Individual Players' Wins

Head-to-Head

Sum of Victory points for the round (sVP)

Strength of Schedule (SoS - not used in Round Robin)

Coin Toss

TOURNAMENT SCENARIOS

The X-wing 2.5 ruleset, Standard Format is played using scenarios. X-wing uses 4 scenarios for competitive events. Every round one of the scenarios will be randomly drawn using the procedures described in the official rules.

PRIZES

Just like the singles event, there will be medals and championship rings for 1st, 2nd and 3rd place. We will be calling the favorite opponents, the best newcomers and the most improved team compared to last year on stage for a celebratory moment.



X-WING EVENT DETAILS

PAIRING PROCEDURE

To facilitate pairings procedures WTC will provide cards for each team, with the faction clearly stated on the card. These will be referred to as "Factions" in the following paragraph.

Please remember that Factions should be paired and not players, to avoid confusion in case of Coaches subbing in for unavailable players. The Captain is responsible for pairing procedures but can consult with his teammates. Printed pairing cards with the 7 factions will be made available by the organisation and are part of the standard team package that comes with registering for the event. Of course teams are very welcome to customize, print and use their own team pairing cards.

A situation might occur where, due to sudden and unforeseeable circumstances, a Captain cannot perform pairings. The Captain may temporarily promote one teammate or Coach to substitute for this honor - obviously, said Captain is also allowed to blame this substitute for how pairings went!

PAIRING GUIDE

1. Captains decide if they want to use their substitute player this round, in which case they immediately inform the opposite Captain which player and faction list will be subbed in for
2. Each captain secretly chooses one of the 5 factions from their team ('attacking');
3. The 'attacking' factions are revealed simultaneously;
4. Each captain secretly pairs two of the other factions of his team ('defenders') to the 'attacking' opposing faction (for example placing the two corresponding cards face-down near the face-up card corresponding to the 'attacking' opposing faction);
5. The 'defenders' are revealed simultaneously;
6. Each captain secretly chooses one of the two opposing 'defenders' to play against his 'attacking' player;
7. Pairings chosen this way are revealed simultaneously; the remaining 'defender' from each team goes back to the 'player's pool' (the corresponding card goes back in his captain's hand);
8. Repeat 1-6, each captain secretly chooses another available faction from their team as 'attacking';
9. The remaining player from team A plays against the remaining player from team B.

In case of irregularities or controversies the Judge can intervene and, if necessary, allow one captain to decide one or more pairing/s by themselves as a penalty given to the opposing team. In the case of infractions from both teams, the Judge themselves will decide the pairings.



X-WING EVENT DETAILS

PAIRING PROCEDURE

END OF THE GAME - WHAT TO DO

Standard rules for checking the criteria for winning (i.e. ending) the games are used. See X-Wing Rules reference, page 11 (End Rules). A round is considered finished when the Step 4 of the End Phase (i.e. Recurring and Negative Recurring charges) is completed. If winning conditions are not met, the Planning Phase of the next round begins.

Please keep in mind that players are asked to keep an acceptable game pace and not stall the game, adhering to the "Premier" tier of the event as per the XWA Competitive In-Person event rules.

When your game is complete, BOTH Players must report the results to the respective Captains. Please double check for accuracy.

Captains will then report the score to the TO/Judge Team



OLIVER POCKNELL'S
HANDY PAIRING GUIDE: WATCH HERE!





X-WING EVENT DETAILS

JUDGE TEAM

The Tournament will be officiated by at least 3 Judges that are vetted by the WTC TO's. The word of a Judge is final and a decision may not be escalated. This is because there are stringent procedures in place for how a Judge makes a decision, and any that may have a severe impact on the outcome of a game are only ever made in concert with other Judges. Abuse, of any kind, will not be tolerated where our Judges are concerned.

JUDGE TEAM INVOLVEMENT DURING PLAY

All disputes on dice, collisions, overlaps, arcs etc. are solved at the table also with the support of Team Captains. If Players and Captains cannot find an agreement, the dispute should be solved via one of the Judges intervening on the players behalf.

Players can escalate the dispute by reporting to their Captain (or registered Team Coach), who can mutually join the table temporarily to discuss the issue at hand. No immediate Judge involvement is foreseen in the games, unless deemed necessary by peculiar card /abilities interactions. The Captains (or registered Team Coaches) of the involved teams can then escalate the issue by contacting the Judge team.



X-WING EVENT DETAILS

INTERFERENCE WITH GAMES

EXTERNAL INTERFERENCE WITH GAMES

Any Non Playing Team Members are allowed to:

- Collate and submit Team Results
- Ask questions about how the game is going (only in English, see below)
- Tell their player how their team is doing and what kind of points they require from this game

A non-playing Team Member is not allowed to:

- Give Tactical advice (they may not tell their player 'how' to get that win/draw/loss!) or interject in any way on in-game situations. See "Spectator Interference Policy"
- Speak to their Team player in their native language. Speaking to their team members in the English Language is allowed as it is the tournaments official language (Not talking in English will be seen as interference with the game.)
- Once players are at their tables at the start of any given round, it is not allowed within a team to share info on matchups or tactics by means of cellphones or other devices either. Any breach of this rule that gets noticed will see all offenders on the team admonished.

SPECTATOR INTERFERENCE POLICY

TL;dr This is an in-person event: if you are not a player you are a spectator, therefore you should call/notify a judge if you notice/see anything untoward.

Streamers and commentators are classified as Spectators, unless they are also designated as a Judge by the event referees. At BfM, a spectator is any individual at a tournament not actively engaging in another role (player, non-playing team member, judge) at the time of the game. This applies to streamers and their co-hosts (unless they are Judges or Captains), be they players in teams and/or coaches actively participating to the game commentary.

Spectators must not disturb an ongoing game and cannot provide any input or assistance to players during their games. This applies to viewers in particular, as they are not engaging in any active role in the ongoing game.

Different scenarios are depicted for mere reference, in descending order of severity: breach of rules, missed opportunity (a.k.a. "missed trigger"), irregular table state. These scenarios suggest to Streamers the actions to take.

- If a Streamer (spectator) believes they have witnessed a breach of the rules in a game they are watching, a spectator should NOT INTERFERE and bring it to the attention of the judge team and/or Captains immediately. A member of the judge team or captain will infer on the game state if needed. Warnings and/or penalty points will



X-WING EVENT DETAILS

INTERFERENCE WITH GAMES

be issued if a rollback is required due to it indicating a major game state issues, per floor rules.

- If a Streamer/Spectator believes they have witnessed a missed opportunity (for exaple a 'may' trigger), they **MUST NOT** interfere with the game. A missed opportunity does **NOT** constitute a breach in the rules, and spectators should not comment on missed opportunities. Also viewers of said streams are mandated not to interfere with the game and players, hence the mandatory delay applied to streams. Infringing this rule, especially by components of teams participating in WTC may result in penalty points applied by the judge team (potentially resulting in game losses and points deductions) for unsportsmanlike conduct.

Players are indeed expected to follow the game's rules, remembering to perform actions and use card effects when indicated. It is each player's responsibility to maintain a proper game state, and to ensure that all mandatory abilities and game steps are acknowledged. If a player forgets to use an effect during the timing specified by that effect, that player cannot retroactively use it without the consent of their opponent. Players are expected to act with respect and not intentionally distract or rush an opponent with the intent of forcing a missed opportunity. Behaviours infringing this rule fall under the "unsportsmanlike conduct" and may end up in penalty points being attributed to the team.

- If a Streamer/Spectator believes they have witnessed an irregularity in table state (e.g. green tokens not removed in the cleanup phase, a spent Target Lock token not being removed, etc.) they may remind the players during the end phase. The maintenance of clear and correct table state is the responsibility of the players as per the X-Wing rules. Warning points, eventually escalated to penalty points for repeated infringements, may be issued at the Judge team's discretion.

On missed opportunities:

The classification of "missed opportunities/triggers" is described in the Rules Regulations for X-Wing. In said document, it is stated that all abilities enter the queue automatically at their timing point, if eligible. Therefore, the idea of "optional" triggers for abilities only exists in the dice modification step where there is not queue.

Therefore, an ability or trigger being missed (be it intentional or not) by players is **NOT** equivalent to irregular game state. This means that streamers and spectators should absolutely **NOT** interfere with players about missed opportunities and breaches of rules, unless they are a Judge, but notify the judge team as per the XWA floor rules contained in the tournament regulations and fundamental document event.



X-WING EVENT DETAILS



EVENT STREAMING & EXPOSURE



The Battle for Malinas event, might be live streamed by a dedicated team appointed by the WTC TO's and that is also vetted by the XWA/XTC leadership. By registering for the event, our players and teams automatically agree to potentially playing on a Live Stream via the Twitch Channel of any of our media partners or similar outlets. The following rules apply to any and all filming / streaming / interviewing at the event :

- Streamers will not interview or approach any active games whatsoever unless they are a Judge.
- Streamers are not permitted to stream/film whatsoever during the pairings process unless with express permission of both teams.
- Streamers will not commentate within the vicinity of any active matches.
- If the commentary is to be done in any language other than English it must be done outside of the gaming area (speak to the referees or tournament organisers if you are unsure where this is).
- As a general rule, any and all streaming must be conducted in a manner that will not disturb or influence any games in any way whatsoever.

*Any streamer that does not conform to the above rules will be asked to immediately cease streaming for the remainder of the event and/or immediately leave the venue, forfeiting any right to refunds. This decision will be made at the discretion of the Judge team and tournament organisers, and will not be open to discussion once made.