

Slice & Dice's
**MEOW
HAMMER**
X-Wing Event Packet
Sunday, December 8th, 2024

A long time ago, in a galaxy far, far way... your squadron is pulled through a space-time anomaly... you and a partner each build partial lists and play together as a team...

Rule Set

X-Wing 2.5, using the latest XWA points (as of Nov 30, 2024 in case there are changes close to the date). There are limitations and bonuses to list building, rules tweaks for scenarios, and the return of a selection of 1.0 upgrades.

Skill Level

This is a causal event, but some familiarity with the rules is required. You should at least know what your squad does and how to move ships.

Registration

Contact the store to pay for your ticket. When I have confirmation that your ticket is paid for, I will confirm your registration on Roll Better.

Cost

- Padawan \$40: comes with 2 "Force" tokens to spend each game (see below)
- Master \$60: comes with 4 "Force" tokens per game
- I AM the Senate \$80: comes with 6 "Force" tokens per game
- I am ALL the Jedi \$100: comes with 8 "Force" tokens per game
- Extra Force +\$5 for a single token to be used one time only (paid at time of use)

List Submission / Roll Better

Submit your list to the *Roll Better* link here: [LINK](#)

Why We Are Here



Fluff Monster is a 501(c)(3) foster-based nonprofit animal rescue. Their mission is to make sure that each and every animal knows love during their lives. They are here to help connect animals to their forever homes. Your contributions of pet food, litter, toys, medicine, and cash can help them in this noble goal. More information can be found on their website: <https://www.fluffmonsterrescue.org/>

In addition, donating these items gains you important boons for the event: "Force" tokens! See Page 4 for more information on how Force tokens may be spent.

Slice & Dice / Outside Food & Drink

Slice and Dice Gaming Cafe is a full service restaurant. Tableside food and drink can be ordered during the event. However, this means that no outside food and drink are permitted inside.

List Building Limitations

Each player must build a 15 point squad. Unique pilots/upgrades may not be repeated across the two squads.

You must both either use the same faction, or use the diametrically opposed faction from that time period. In other words, you could both fly Rebels, or 1 Rebel and 1 Empire. The following factions may be brought together:

- Republic and CIS
- Rebel and Empire
- Resistance and First Order
- Scum and Anybody

If a scum list is combined with a list from another faction, they are considered allied, **not** friendly.

Bonus

If both players bring the same faction, one team member may build their lists to 16 points.

Time Warp

After Obstacles are placed, place a token to represent a "Cargo Crate" on each one. Cargo crates represent tech items tossed through the same time warp that is pitting these disparate factions against each other.

Shuffle the deck of Upgrade Cards and place it next to the mat.

A ship at Range 0-1 may perform a free "Scan" action. Draw a card from the top of the upgrade deck and place it face-up on the obstacle.

Any ship at Range 0-1 may use an Action to claim that upgrade and place it on their ship. The ship that first discovers it gets the first chance to claim it. This is done on the off chance you would rather claim that particular upgrade with a different ship.

You do **not** need to have that upgrade slot on the given ship in order to claim the upgrade.

Scenarios

Round 1

Salvage: As current rules, **plus** the first time a salvage crate is picked up you **also** get a free upgrade from the top of the upgrade deck. When the crate is lost, the upgrade is destroyed. After the first time a crate is picked up, it no longer grants the free upgrade.

Round 2

Scramble The Transmissions: If at any time a team controls all 3 satellites during the endphase, they may pick one ship to receive the top upgrade card from the upgrade deck.

Round 3

Assault At The Satellite Array: Controlling two or more satellites with a single ship grants that ship an upgrade from the top of the upgrade deck. When a team controls 2+ satellites; if a single ship contributes to the control of 2+ satellites at the same time, then that ship gets the free upgrade. It does not need to be the **only** ship involved in the control. Only 1 upgrade may be given to a team this way at any one time (so if it happens a second or third time - but that upgrade is still out there - ignore the new occurrence).

Round 4 | Final Round (may be skipped due to time restrictions)

The Race For Home: Set-up as for **Chance Engagement**. The center objective acts as a portal back home. If a ship overlaps the center objective at any time, it goes home. This includes the template covering the center template, even during a boost, barrel roll, or forced movement. Only the first ship each turn may go home. After that, the portal is unstable for a moment and cannot be used again for the rest of the round. The portal may be targeted by tractor or ion tokens. It has Agility 0 and is immune to normal damage. If the portal takes an ion or tractor token, it is closed until the following engagement phase.

Scoring: As per **Chance Engagement**. Also, when a ship goes home through a portal that team receives two points. If all of a team makes it through the portal, that team is victorious regardless of score (give them one more point than the opponent if necessary).

Deployment

If both team members are using the same faction, deployment is as normal.

If both team members are playing opposing factions, they each pick different corners on their edge of the board. All ships must be placed within Range 3 of that corner, and within Range 1 of the player's board edge. See below:



Meowhammer Force Tokens

"Buy" Force tokens ahead of time, and use them during the game. Force tokens regenerate for each new game:

- 1 Force: Reroll 1 of your dice.
- 3 Force: Reroll all of your dice in an attack, defense, bomb, obstacle, etc.
- 2 Force: After the end phase, place an obstacle on the board, observing normal obstacle rules and also outside Range 1 of any ship.
- 1 Force: *Minor Warp*: perform a free white boost or barrel roll.
- 2 Force: *Major Warp*: perform a free white slam action (complete with disarm).
- 1 Force: Ignore damage from a "self bump."
- 2 Force: Treat a "self bump" as bumping an enemy.
- 1 Force: *"Of course that's in arc!"*: Fudge an arc check within the **width** of the range ruler.
- +1 Force: Cancel your opponent doing any of the above. Pay 1 more Force token than they did. Note: you may "cancel" a "cancel" - this requires you to pay one one more Force token than your opponent did (so, two more than your initial expenditure).

The Upgrade Deck...



