

# Meowhammer XWing: *Permadeath*

A deadly twist on classic X-Wing — for a good cause.

This year's format brings a brutal edge to the game we love: Permadeath. When a named pilot is destroyed — they're gone. Not just for you, but for everyone. Across every table, that pilot is permanently retired from the event.

Lose Hera Syndulla in one match? She's out. Boba Fett bites it in another? Say goodbye. Even aces like Soontir Fel or Kylo Ren aren't safe — once they fall, they're grounded for good. Players will need to fly smart, think ahead, and keep an eye on the shared graveyard — because the longer the event goes on, the more limited your options become. What happens when the heroes and villains are gone? Rookie pilots will have to take their place — brave, underpaid, and definitely not ready for the fight. Fly carefully and reap the rewards

**But...** There's one twist in the Fray.

To keep the fight going (and in the spirit of fundraising), players can donate to the charity to save a fallen pilot **For everyone**. Bribe your way out of death, rewrite the record, and bring that ace back — for a price. It's your second chance, but only if your wallet (and your conscience) allow it. All donations go to [Charity Name], turning every maneuver, every sacrifice, and every bribe into real-world good.

So ready your dials, watch your flanks, and fly like lives depend on it — because in Permadeath, they kind of do.

## Squad Building

- ❖ 3 rounds of swiss
- ❖ XWA 20pt squads
- ❖ 1 v 1 games
- ❖ Each round will be entirely new scenarios with 1/2pts enabled (for faster games)

## Format Rules and FAQ

- ❖ First player 15pts wins the round.
- Why? There's a chance you can't score a full 20pts due to the following rule
- ❖ When a named pilot dies they are replaced Build for Build with the lowest initiative pilot available for that chassis and faction.
  - What if my pilot doesn't have a generic?
    - It becomes and i1 with no pilot ability if they die
  - What if my pilot has more than 1 pip
    - Still become the lowest available generic or an i1
- ❖ When a named Pilot **dies**, everybody loses them.
  - This applies to Vader/Anakin and Maul/Darth Maul individually
  - Fleeing, while giving your opponent points, doesn't cause anyone to lose that pilot.
  - Paying Credits can save named pilots.
  - You do not lose the same named pilots until the next round.

## Fundraising Options

Reroll any of your dice	1 Credit per die
Reroll any of your opponent's dice	2 Credits per Die
Cancel opponents bribe	Same Credits they paid +1
Keep a named pilot alive	4 credits

\*scales each time they are brought back. 4, 6, 8....

- Entry Tiers: Will get you entry into the event and bonus credits to spend in game
  - Padawan- \$20
    - 12 credits
  - Jedi- \$30
    - 15 Credits
  - Jedi Knight- \$40
    - 20 Credits
  - Jedi Master- \$50
    - 30 Credits
  - Currency Transfer- 1 Credit = 2 USD