

# 2.0 LEGACY

## Rules Changes

### SEPTEMBER 2022 – Initial 2.0 Legacy Launch

These rules modify the Star Wars X-Wing Rules Reference, version 1.3.2, effective 10/12/2021 (the September 2021 Rules Reference) and the Star Wars X-Wing Tournament Regulations, version 1.0, effective 10/1/2018.

#### Summary of changes:

- **Half points and regeneration:** half points are scored if a ship's health was reduced to half or below at any point during the game.
- **Deficit scoring on first blood:** opponent's bid is scored if you score at least half points on any enemy ship.

#### Half points and regeneration

[Modifies: Tournament Regulations, page 8, section "Calculating a Player's Score", first paragraph]

In addition, each player receives half the total squad point value (including upgrade cards), rounded up, of each enemy ship whose health (combined total hull and shields, including any modifications to hull or shields via cards such as Hull Upgrade or Shield Upgrade) had been reduced to half or below at any point during the game.

#### Deficit scoring on first blood

[Modifies: Tournament Regulations, page 8, section "Calculating a Player's Score", replace second paragraph]

Finally, once a player has scored at least half points on at least one enemy ship, they also score the difference between 200 and the points cost of their opponent's squad.