Game NIGHT Games
X-WING 2.0 KING OF THE HILL RULES

These are the rules for the King of the Hill format occasionally used during leagues and side events at Game Night Games. There is a limit of 8 players per table- if there are more than 8 players then we will divide into smaller groups

Set up:
➤ Each player brings one ship costing 65 points or less from any faction.
➤ A small, round "Hill token" is placed directly in the center of the board, and 6 obstacles are placed randomly but roughly evenly around the board, each more than distance 1 from each other and the Hill token.
➤ Players deploy their ships from lowest to highest pilot skill, with each ship placed so that it is precisely 1 range-ruler away from one of the corners of the board and touching the edge of the board.
➤ Where there are conflicts in Pilot skill / card abilities, Initiative is determined as per normal (point bid, coin toss, etc). Mark who has Initiative with a token, because it will change during the course of the game (see below).

Gameplay:
➤ At the end of each round, after the end phase, any player whose ship is within range 1 of the Hill token gets 1 victory point (tracked by tokens, dice, tally marks on a piece of paper, whatever). If yours is the only ship at range 1 of the Hill token at the end of a round you get 3 victory points instead of 1.
  ○ **Exception 1**: If you performed a SLAM action during the round you do **NOT** receive victory points for being near the hill at the end of the round.
  ○ **Exception 2:** If you are cloaked at the end of the round you do **NOT** receive any victory points for being near the hill, though you can still prevent another player from receiving 3 victory points.
➤ Whenever you deliver the killing blow to another player's ship, you get to take 1 of their victory points.
➤ Whoever has the most victory points at the end of the round in which time is called is the winner.

Destroyed Ships: When your ship is destroyed, follow this procedure:
➤ As was mentioned above, give 1 of your victory points to the player that delivered the finishing blow. If you died to an effect that was not player specific (such as running over an asteroid or flying off the board) you lose 2 Victory Points, but nobody gains them.
➤ Discard all your damage cards and refresh your shield tokens
➤ You may also refresh *one* spent charge token on your ship card or one of your upgrade cards.
➤ At the start of the round after you died, you may deploy your ship using the deployment rules listed above.

Passing Initiative:
➤ At the start of each round the player with the initiative token passes it to the next player on their left.

Other Rules:
➤ Boba Fett (Crew) and Resistance Han Solo (Pilot) are not allowed
➤ When using an upgrade that leaves a token on the board (such as 'Rigged Cargo Chute' or 'Cluster Mines') those tokens remain on the board until a game effect removes them.

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