



**STAR
WARS**

LEGION

TOURNAMENT REGULATIONS

VERSION 2.0

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SUMMARY OF CHANGES

All changes and additions made to this document since the previous version are marked in **blue**.

- Updated language of several sections to current terminology.
- Added Terrain Guidelines
- Added section about score checking
- Added a Silhouette Template for use in tournaments
- Added section about Margin of Victory

Tournaments supported by the Organized Play (“OP”) program for the *STAR WARS: LEGION*, sponsored by Fantasy Flight Games (“FFG”) and its international partners, follow the rules provided in this document.

INTRODUCTION

A tournament is a competition between *STAR WARS: LEGION* players. After enrolling in the tournament, competitors are paired against one another in an organized fashion to play a game. After multiple games against different opponents, players are ranked according to their performance. Most tournaments conclude with the awarding of prizes to top finishers.

Tournaments are played using the rules provided in the most recent *STAR WARS: LEGION* Rules Reference, which may be downloaded from the *STAR WARS: LEGION* website at any time. Additional rules for playing games in a tournament are detailed in this document.

This document explains important tournament concepts and provides the details for Standard Play tournaments.

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TOURNAMENT PARTICIPANT ROLES

Every person present at a tournament is a participant. Participants fulfill specific roles based on their responsibilities to the tournament. All participants share the responsibility of acting in a respectful manner toward one another. Please read the Fundamental Event Document for a detailed explanation of these roles. Participant leader roles are: [Tournament Organizer](#), [Head Judge](#), and Judge. Other roles include player and spectator.

TOURNAMENT ORGANIZER

An event must have exactly one **Tournament Organizer**. The **Tournament Organizer** is responsible for the oversight of the entire event, including both planning and execution. If the **Tournament Organizer** does not assign a **Head Judge** for the event, the **Tournament Organizer** must perform the responsibilities of the **Head Judge** role.

HEAD JUDGE

An event may have exactly one **Head Judge**. The **Head Judge** is an expert on the game's rules and regulations and the final authority on their application during a tournament. The **Head Judge** also determines if unsporting conduct has occurred and what the appropriate remedy is, **discussing any potential disqualifications with the Tournament Organizer**. When the **Head Judge** is not actively performing their duties, they are a spectator and should communicate this change in status clearly.

JUDGE

An event may have any number of Judges, including none. A Judge is well versed in the game's rules and regulations. A Judge's responsibilities include assisting players to resolve disputes and answering questions regarding the game's rules. When a Judge is not actively performing Judge duties, they are a spectator and should communicate this change in status clearly.

When a Judge is observing a game or an issue is brought to their attention, the Judge should inform players when they are not following the game rules. Players have an initial opportunity to resolve any situation among themselves, but any player may alternatively ask the Judge to make a ruling. At a player's request, the **Head Judge** can review a Judge ruling and provide a final determination.

LEADER PARTICIPATION

A leader may participate as a player in a **Casual** tier tournament for which they are responsible only if there is at least one other leader present. Additional leaders must be announced at the beginning of the tournament and are responsible for all rulings for games in which the first leader is playing. If two leaders play one another, the **Head Judge** is responsible for any rulings during the game.

During **Competitive** tier tournaments, leaders cannot participate as a player. Leaders for **Competitive** tournaments are expected to commit their full attention to overseeing the event.

PLAYER

A player is an individual that plays *STAR WARS: LEGION* at the event. A player must bring all components they need to play a game of *STAR WARS: LEGION*. When a player is not actively engaged in a game of *STAR WARS: LEGION*, they are a spectator.

SPECTATOR

A spectator is any individual physically at a tournament not actively engaging in another role. Spectators must not disturb an ongoing game and cannot provide any input or assistance to players during their games. If a spectator believes they have witnessed a breach of the rules in a game they are watching, other than a missed opportunity, they may bring it to the attention of a leader **without interrupting the game**.

CONDUCT

All tournament participants are expected to act in a respectful manner during a tournament. If players have a dispute during a competition and cannot resolve it themselves, they must call for a Judge to resolve it and provide any rulings that are needed. **For card interpretations during a tournament, the Head Judge's call is final, and that interpretation must be consistent throughout the rest of the event.**

UNSPORTING CONDUCT

Players are expected to behave in a mature and considerate manner and to play within the rules and not abuse them. This prohibits intentionally stalling a game for time, placing components with excessive force, inappropriate behavior, treating an opponent with a lack of courtesy or respect, cheating, etc. Collusion among players to manipulate scoring is expressly forbidden. Mishandling, tampering with, or intentionally damaging or destroying other players' game components is grounds for immediate removal from tournament play.

The **Tournament Organizer and Head Judge** may remove players from the tournament for unsporting conduct. **For more information about player conduct and penalty guidelines, please read the Fantasy Flight Games Floor Rules on this game's website.**

TOURNAMENT MATERIALS

There are many materials and game components needed to facilitate a tournament. The [Tournament Organizer](#) and players are both responsible for supplying certain items.

TOURNAMENT ORGANIZER MATERIALS

In addition to arranging a location, the [Tournament Organizer](#) is responsible for securing tables that can hold a 3' by 6' play surface for each game of two players, as well as terrain for the play surface and chairs for players. While the [Tournament Organizer](#) can mark the required play area on a table with tape or another simple method, providing playmats or constructed terrain in 3' by 6' dimensions to create friction and prevent minis from sliding out of place is strongly recommended.

The [Tournament Organizer](#) should have table numbers on hand or some other method of demarcation so players can easily find their seats at the beginning of each tournament round. The [Tournament Organizer](#) is responsible for having blank army lists and pens available if they are required for the event.

Finally, the [Tournament Organizer](#) is also responsible for having all required rules documents on hand for reference during the event. This includes the *STAR WARS: LEGION* Rules Reference, *STAR WARS: LEGION* Tournament Regulations (this document), [the Fantasy Flight Games Floor Rules](#), any Event Outline associated with the event, [the STAR WARS: LEGION Official Rulings forum](#), and any other relevant document for the event. Most of these documents can be found on the *STAR WARS: LEGION* website.

PLAYER MATERIALS

Players are responsible for bringing all of the game components they need to play a game of *STAR WARS: LEGION*. This includes their army, order tokens for each unit, command hand, sufficient dice for attack and defense rolls, movement tools, and a range ruler. In addition, players must bring 12 unique objective, deployment, and condition battle cards, four of each type. When an army list is required, players should bring a completed list or arrive at the venue early to fill one out. [Players should fill out an extra copy of their list to present to their opponents. This extra copy should not include command cards or battle cards.](#)

ARMY BUILDING

Each player must build one army to use in a tournament. Standard Play typically uses the army-building rules in the *STAR WARS: LEGION* Rules Reference, but occasionally an Event Outline will provide alternative army-building rules. For typical Standard Play events, an army cannot exceed 800 points, though it may contain fewer than 800 points. A player's army must contain miniatures from only one faction unless an effect allows him or her to do otherwise. A player's army must also include the appropriate number of units of each rank, as listed in the *STAR WARS: LEGION* Rules Reference.

Each player must also build a command hand of seven command cards. A player must include two 1-pip cards, two 2-pip cards, and two 3-pip cards in their command hand. A player cannot include more than one copy of a command card. If a player includes a unique character's command card, their army must contain that character. Each player must include the "Standing Orders" command card as their seventh command card.

Some events may require alternative army-building rules, as described in each event's Event Outline.

Players must use the same army and command hand for the duration of the tournament.

ARMY LISTS

Some events require a player to submit an army list, including their name and all units, associated upgrade cards ([including any upgrades that are set aside due to the Loadout keyword](#)), total army points, [battle cards](#), and command cards to the [Tournament Organizer](#) before the start of the tournament. [Players should fill out an extra copy of their list to present to their opponents.](#)

If a player includes a unit or upgrade card in their army that could be confused with a different component that could legally be in the army, they must uniquely identify that unit or card on their army list. The recommended way to uniquely identify a unit or card is by including the full name of the unit or card, or the full name of the product in which the component appeared in parenthesis. A player can ask a leader for specific instructions if they are unsure of the best method to uniquely identify a component.

Unique identification example: *Veronica includes the MPL-57 Ion Trooper upgrade in her army and writes "MPL-57 Trooper" on her army list. This does not uniquely identify the card, as there are multiple upgrade cards that include "MPL-57" and "Trooper"*

in their name. Veronica must write “MPL-57 Ion Trooper” on her army list.

For units that have more than one version (such as characters that exist as both commanders and operatives), the version used must be included in parenthesis after the unit’s name.

Multiple versions example: *Harry is using a Rebel army in which Luke Skywalker is included as an operative. Since Luke Skywalker also exists as a commander, Harry must write “Luke Skywalker (Operative)” in his army list.*

Multiple versions example: *Stacie is using an Imperial army that includes a unit of strike team Scout Troopers. Since Scout Troopers come in more than one variety, Stacie must write “Scout Troopers (Strike Team)” in her army list.*

If a leader discovers a player’s army list has missing or inaccurate information, they should notify the Head Judge and consult the Fantasy Flight Games Floor Rules (section 3.3 - Errors with Decks/Forces and Lists) for how to resolve the situation.

SHARING COMPONENTS

Before or during a tournament round, any player may request that a single range ruler, set of movement tools, and/or set of dice be shared for the duration of the round. Any decisions are subject to review by the Head Judge.

The Head Judge may mandate that players must share a single range ruler, set of movement tools, and/or set of dice during a round.

COMPONENT MODIFICATIONS

During tournament play, each player is required to use the components included in official *STAR WARS: LEGION* products (see “Legal Products” on page 6). Questions about a component’s eligibility should be directed to the Head Judge. If a necessary component is ruled ineligible and the player cannot locate a replacement for it, that player is dropped from the tournament.

Players must identify multiple units with the same name in their army—and its corresponding unit card and any associated upgrades—with a token, a sticker, paint, or any other form of marking.

Players are welcome and encouraged to personalize their army according to the following rules:

- Players may paint their miniatures and official terrain products. They cannot modify a mini or official terrain in any way that would create significant confusion about which unit or terrain type the mini or terrain product represents.

- Players cannot modify minis or use bases to significantly alter their size, height, or shape. The Head Judge is responsible for determining the legality of any miniature modifications. Players that have made more than minor alterations should check with the Head Judge before an event to determine if their mini or official terrain is legal. The Head Judge at a Casual event will likely be more flexible than at Competitive events.
- Players may modify or replace individual bases, but the modified or new base must work with official movement tools, have the same diameter and size as the original, and clearly and accurately delineate any firing arcs that miniature has.
- Players may affix coins, magnets, or other weighted elements to the bottom of their bases, so long as the overall height of the base is unaffected and it remains flush when placed on a flat surface.
- Cards must remain unaltered, though they may be sleeved for protection.
- Players may mark their tokens (except order tokens), range ruler, and movement tools to indicate ownership as long as the function of the component is not compromised. **Players must be careful not to mark order tokens in any way.**
- Players may modify or replace individual bases on the 3D objective tokens, but the modified or new base must have the same diameter and size as the original.
- Players may mark dice with a permanent or indelible marker to indicate ownership in an unobtrusive manner but cannot otherwise alter them in any way.

LOST AND DAMAGED COMPONENTS

If a player loses a component during a tournament, they have an opportunity to find a replacement, if necessary. Any player that discovers they are missing an essential component at the beginning of or during a round should notify a leader. The leader will give the player a short time extension to their game in order to find a replacement. If the player cannot find a replacement within that time, they must concede the game. If the player is unable to find a replacement by the start of the next round, they should be removed from the tournament.

If an essential component becomes damaged during the course of a tournament, its owner has an opportunity to find a replacement. If the player

cannot find a replacement, the damaged component is treated as lost unless it falls within one of the following categories:

- **DAMAGED CARD:** The player keeps the original card near the rest of their army and uses a proxy card in its place for the remainder of the tournament. A leader will create the proxy, including the card name, any information that is no longer legible or available on the damaged card, the name of the leader who created it, and the date it was created.
- **DAMAGED MINI:** The miniature, in its damaged state, does not impede the progress of play and abides by the rules under “Component Modifications” on page 5. If the mini does impede play, the player may modify the mini so that it does not impede play, or else they must find a replacement.
- **DAMAGED DICE, RANGE RULERS, OR MOVEMENT TOOLS:** The player keeps the original component near the rest of their army and requests to share their opponent’s component for each remaining round of the tournament.

TOKENS

Tokens are representations of information about the game or game state. The presence of tokens—other than tokens that are essential components—is marked by one or more indicators. Indicators may also be used to represent multiple tokens, or other open or derived information. Essential tokens are objective, condition, **charge**, **smoke**, and order tokens. Other tokens are not essential components.

Typically, players use the cardboard tokens included in official product as indicators. However, players may choose to use other items as indicators--such as the **objective minis included in certain STAR WARS: LEGION products**--so long as they do not obscure significant component information, are resistant to accidental modification, and their purpose of use is clear to both players. The **Head Judge** is responsible for determining the legality of an indicator and its reasonable usage during a match if objected to by its owner’s opponent.

If a player brings objective minis to use in place of objective tokens, they must also still bring the corresponding objective tokens for use when the mini cannot be placed on the battlefield (due to terrain, etc.).

For Competitive tier tournaments, all players are required to put their randomized order tokens in an opaque container or bag.

USING CUSTOM TERRAIN

Tournament Organizers may use custom terrain to fulfill the terrain requirements for each game, but must still ensure each table has a variety of terrain types. If a player brings their own terrain and the **Tournament Organizer** wishes to use that terrain, the **Tournament Organizer** should place that terrain at tables as they would place the store’s in order to ensure fairness amongst all competitors. The owner of the custom terrain should ensure they mark the terrain in order to uniquely identify the terrain at the end of the event.

LEGAL PRODUCTS

Players may use only official *STAR WARS: LEGION* components in tournament play, with the following exceptions for substitutions:

- Non-essential tokens (see “Tokens” on page 6)
- Bases with the same diameter and shape as a miniature’s official base

Determining the legality of any questionable tokens and **bases** is the **Head Judge**’s responsibility. Proxies of cards are not allowed unless used under the rules of “Lost and Damaged Components” on page 5. Components can be modified only as described under “Component Modifications” on page 5.

All *STAR WARS: LEGION* components are legal for Standard Play tournaments, including official promotional cards, tokens, and other components given out at events or tournaments.

For **Casual** events, all product is legal in North America upon the product’s official release. For **Competitive** events, all product is legal in North America 11 days—typically the second Monday—after the product’s official release. Players outside North America should check with their **Tournament Organizer** to determine which products are tournament legal.

While playing on an official FFG stream, players cannot use substitutions for ANY of their components.

TOURNAMENT PLAY

This section provides information and considerations for playing a game of *STAR WARS: LEGION* at a tournament.

TOURNAMENT SETUP

Before the tournament begins, the **Tournament Organizer** must set up tables suitable for tournament play. Each table must contain a 3’ by 6’ rectangular play area with clearly delineated edges and enough terrain

to fully cover a sufficient amount of the play area. The **Tournament Organizer** must ensure there are roughly an equal number of terrain pieces as well as terrain types at each table. The **Tournament Organizer** should make sure it is clear to players what terrain effects each piece of terrain has before the event starts. For more information about terrain guidelines, see the corresponding section near the end of this document.

Players should have enough space on the table to comfortably place all of the components necessary for their army. In addition, the **Tournament Organizer** should clearly communicate the details of the event to players ahead of time.

GAME SETUP

The following steps must be performed before players can begin their game each tournament round.

1. Players determine the terrain effects for all pieces of terrain at their table. To reach a conclusion, players should briefly discuss each piece of terrain that is available and come to a consensus on its cover type and other characteristics. If players cannot agree on a terrain's effects, they must call a Judge to determine what effects that terrain will have.
2. The player whose army has the lowest total point value chooses to be either the red player or the blue player. If both players' armies have the same point total, players determine a player at random who will choose to be either the red player or blue player. If this is a Fixed Terrain event—where terrain has been set up by the **Tournament Organizer** prior to the event—the blue player chooses one of the long table edges and sets their army near that edge. The red player takes the other long table edge. (If this is not a Fixed Terrain event, players should set up terrain during step 1.)
3. Players shuffle the blue player's objective, deployment, and condition decks separately, then draw and reveal three cards from each deck, laying out each category in a horizontal row oriented right side up according to the blue player's side of the battlefield.
4. Starting with the blue player, players take turns choosing a category (objective, deployment, or condition) and eliminating the leftmost card in that category. A player may forfeit their opportunity to eliminate a card if they wish to do so. If players eliminate the first two cards in a category, the final card in that category cannot be eliminated. After

each player has had two opportunities to eliminate a card, the leftmost card remaining in each row is the card used during the battle.

5. Players resolve any setup instructions on the objective card. Then they resolve any setup instructions on the condition card.
6. Players resolve any setup instructions on the deployment card. (Note: Some deployment cards have ongoing effects during this step.) Then, starting with the blue player, players take turns placing a single unit from their army within their respective deployment zone(s). Players continue taking turns until they have deployed all units.
7. Players prepare the tokens they will need over the course of the game, placing them in piles within easy reach. The blue player takes the round counter and sets it to "1."

Once players complete the steps above, they must wait for a leader to announce the start of the round before beginning their game. If the round has already begun, players may begin playing immediately upon completing these steps.

MARGIN OF ERROR

Units are sometimes moved accidentally or placed inexactly during the normal course of the game. A small margin of error is allowed in the position and orientation of units in these situations so that the pace of the game is not unnecessarily affected. Players should not abuse this margin of error, and they must use the components included with the game to be as accurate as possible. Using excessive force when placing components to intentionally move other components is expressly forbidden. In the event of a dispute, players should call a Judge for assistance.

If two or more miniatures in play could potentially touch causing conflict with movement or placement of units (e.g. a speeder bike mini moves into a Rebel trooper mini so that the front of the speeder bike miniature touches before their bases do), the player moving a mini must move the mini as much as possible and is able to alter its movement slightly, within an acceptable margin in order to have both minis have their bases touch. If a miniature is unable to move within an acceptable margin to have contact between bases, then the miniature moves as much as possible and is assumed to have moved in contact with the other mini. If players disagree over what is an acceptable margin of movement, they should call a Judge to resolve the dispute.

MISSED OPPORTUNITIES

Players are expected to follow the game's rules, remembering to perform actions and use card effects when indicated. It is all players' 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, they 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.

HIDDEN INFORMATION

Hidden information is any information about the game, game state, or cards unavailable to one or more players. A player's command hand and battle cards are hidden information. A player cannot learn hidden information without the aid of a game effect or rule. This generally occurs when a game effect or rule requires a player to reveal, play, or use one or their cards.

TAKING NOTES AND OUTSIDE MATERIAL

Players cannot take notes or reference outside material or information during a tournament round. However, players may reference official rule documents or game components that do not contain hidden information at any time or ask a Judge for clarification from official rule documents. Official rule documents include all rules documents and inserts available on the *STAR WARS: LEGION* page of our website, those found in a *STAR WARS: LEGION* product, or any portion thereof.

TOURNAMENT CONCEPTS

The tournament concepts together create the framework for any *STAR WARS: LEGION* tournament.

TOURNAMENT ROUND TIMES

Each tournament round of *STAR WARS: LEGION* is a predetermined length, giving players a certain amount of time to complete their games. A leader should start the timer for a tournament round after most players have found their seats and begun to set up. If a game has not concluded when the time for a tournament round runs out, the players finish the current game round and then calculate their scores (see "End of

Round" on page 10). A tournament round's length varies depending on the type of round.

- **SWISS ROUNDS:** 150 minutes each
- **SINGLE ELIMINATION ROUNDS (EXCEPT FINAL):** 150 minutes each
- **FINAL SINGLE ELIMINATION ROUND:** 210 minutes

PAIRINGS

Each tournament round, players are paired with an opponent, against whom they play a game of *STAR WARS: LEGION*. The method of pairing may change based on what type of rounds are being used. The **Tournament Organizer** must announce the number and type(s) of rounds and what size any progression cuts will be before the start of the tournament.

When necessary, a player may be assigned a bye instead of being paired against an opponent. That player receives a win for that round of the tournament. The rules for when to assign a bye to a player are detailed in the relevant sections below.

Players should not be paired against the same opponent more than once during a single stage of a tournament. In general, a single stage of a tournament ends when a progression cut is made.

If a player no longer wishes to continue playing, they can notify the **Tournament Organizer** of their intent. The **Tournament Organizer** will avoid pairing that player in future rounds by dropping them from the tournament. Players are also dropped if they do not appear within a reasonable time limit for a round in which they are paired, or if they are no longer able to play for another reason. Players can request that the **Tournament Organizer** allow them to rejoin an event from which they were dropped, being assigned an unpaired loss for each round they did not attend. Disqualified players are removed from the tournament and cannot rejoin.

SWISS ROUNDS

Most *STAR WARS: LEGION* tournaments use a Swiss pairing system that awards tournament points to players based on their results at the end of each round. Each Swiss round pairs players in head-to-head games, attempting to match players with the same number of tournament points together while preventing players from playing the same opponent more than once. At the end of Swiss rounds, the winner of the tournament is the player with the most tournament points unless

there are single elimination rounds (see “Single Elimination Rounds” on page 9).

For the first round of Swiss pairings, players are matched randomly against an opponent. For each round after the first, players are paired at random against another player with the same number of tournament points.

To determine pairings, take the group of players with the most tournament points and pair them at random. If there is an odd number of players in that group, pair the remaining player with a random player from the group of players with the next most tournament points. Then, pair all remaining players in the second group at random. Continue this until all players are paired.

If there is an odd number of players in the tournament, a player at random receives the bye in the first round. In later rounds, if there is an odd number of players remaining in the tournament, the bye is given to the lowest ranked player who has not yet received a bye. When a player receives a bye, they receive a win worth 1 tournament point.

Pairing example: *John, Stella, and Felix all have 5 tournament points, the most out of any player in the tournament. Kyle is the next highest-ranked player and the only player with 4 tournament points. John has already played Felix and so John is paired against Stella. Because there are no other players with 5 tournament points, Felix is paired against Kyle.*

SCORE CHECKING

Each round of the tournament, the player who wins the match is responsible for reporting the results of the match to the scorekeeper, including who won and who lost. If an error is made and a match is reported incorrectly, the relevant players must contact the Tournament Organizer or Head Judge and get the error corrected within 2 tournament rounds. If the error is not corrected within this time, then it is no longer considered an error and the event carries on as-is.

PROGRESSION CUT

Many *STAR WARS: LEGION* tournaments set a predetermined number of rounds, at the end of which all players that meet certain performance criteria advance to the next stage of the tournament and all other players are dropped. This is commonly referred to as “making a cut,” and is often accompanied by a change in the type of tournament rounds and the start of a new stage in the tournament.

These tournament regulations cover the type of cut used for the Advanced tournament structure: a

standings-based cut to the top 2 or 4 players. There are additional types of progression cuts detailed in the Fundamental Event Document, found on the *STAR WARS: LEGION* page of our website.

If a player qualified for a standings-based cut drops from the tournament before any games are played during the next stage of the tournament, the next highest-ranking player should be added to the cut as the lowest ranked player in the cut.

Player drop example: *Steven finishes the Swiss rounds of a tournament in second place and makes the top 4 cut but has a family emergency come up before the single elimination rounds begin. He informs the **Tournament Organizer** that he must leave the tournament and then departs. The **Tournament Organizer** immediately calls over the fifth-place player, Eve, and informs her that she may play in the top 4 due to someone leaving. She accepts and is entered into the top 4 as fourth place. The former fourth place player moves to third place, and the former third place player moves to Steven’s spot at second place. Then the **Tournament Organizer** pairs all four players based on these new rankings.*

SINGLE ELIMINATION ROUNDS

Some *STAR WARS: LEGION* tournaments use single elimination rounds, in which the winner of each pairing remains in the tournament and the losing player is eliminated and dropped from the tournament. Elimination rounds are usually used after a progression cut to the top 2 or 4 players and continue until only one player remains and is named the winner.

For the first round of single elimination that follows a progression cut, pair the highest ranked player against the lowest ranked player who made the cut. This is Game #1. Pair the second-highest player against the second-lowest player who made the cut. This is Game #2. Continue in this manner until all players are paired.

For tournaments which begin with single elimination rounds, byes will need to be utilized for the first round if there are a number of players not equal to an exponential power of 2 (4, 8, 16, 32, and so on). Randomly assign byes to a number of players equal to the difference between the actual player count and the next-highest exponential power of 2. Then pair all remaining players against each other at random. Assign each pairing and player with a bye a game number in a random order, starting with Game #1.

For additional elimination rounds, pair the winner of Game #1 against the winner of the last pairing (the game with the highest number). This pairing is the new

Game #1. If there are more than two players remaining, pair the winner of Game #2 against the winner of the second-to-last pairing (the game with the second highest number). This pairing is the new Game #2. Continue in this manner until all players are paired for the round.

In further single elimination rounds, follow the same method until all players are paired.

If a player drops from the tournament after single elimination rounds begin, that player's current opponent—or next opponent, if the player drops between rounds—receives a bye for the round.

END OF ROUND

Each tournament round ends in one of the following ways:

- **ONE PLAYER DEFEATED:** When all of one player's units are defeated, that player receives a loss and their opponent earns a win.
- **MUTUAL DESTRUCTION:** If both players' last remaining units are defeated simultaneously. The player with more victory tokens earns a win and the opposing player receives a loss. If players have the same number of victory tokens, the blue player receives a win and the red player receives a loss.
- **SIX ROUNDS PASS:** Players finish the sixth game round. The player with more victory tokens earns a win and the opposing player receives a loss. If both players have the same number of victory tokens, the player with a higher score earns a win and the opposing player receives a loss. A player's score is equal to the total point value of each enemy unit that was defeated, including any equipped upgrades to those units. If players have the same score, the blue player receives a win and the red player receives a loss.
- **TIME:** At the end of a game round, the round time limit has been reached. If time is called during the activation or end phase, players must finish that game round. If time is called during the command phase, the game ends immediately. Any "end of game" effects, such as those on objective cards, will trigger at the end of the final round played, even if it was not the sixth round. The player with more victory tokens earns a win and the opposing player receives a loss. If both players have the same number of victory tokens, the player with a higher score earns a win and the opposing player receives a

loss. A player's score is equal to the total point value of each enemy unit that was defeated, including any equipped upgrades to those units. If players have the same score, the blue player receives a win and the red player receives a loss.

- **CONCESSION:** A player voluntarily concedes defeat at any point during the game. All of that player's units are defeated. The conceding player receives a loss, and the opposing player receives a win.

Going to time example: *Sal and Elaine are in the middle of the Activation Phase when the round time limit is reached. They finish the game round through the End Phase, and then add up their victory tokens. Elaine has 3 victory tokens, while Sal has 1 victory token. Elaine has the higher number of victory tokens, so she receives a win. Sal receives a loss.*

CALCULATING A PLAYER'S SCORE

A player's score helps determine who won the game in certain circumstances. Each player calculates their score by adding together the total point value of their opponent's defeated units, including upgrade cards equipped to those units.

If a player defeats all of their opponent's units, that player earns 800 points for the purposes of calculating score, even if the opponent's total unit and upgrade cards are worth fewer points.

When reporting the results of their match, players should be sure to include how many victory tokens each player had at the end of the game. This will be important for determining Margin of Victory (see below).

TOURNAMENT POINTS

Players earn tournament points at the end of each round. At the end of a tournament, the player with the most tournament points wins the tournament. In the case of a larger event, they are instead used to determine who makes the cut to elimination rounds. Players earn tournament points as follows:

- Win = 1 tournament point
- Loss = 0 tournament points

MARGIN OF VICTORY

A player's Margin of Victory (MOV) for a particular game is the percentage of total victory points earned during that game by that player. It is not a percentage of the possible points that could have been scored.

Calculating MOV example: *Ingrid and Felix finish their game. Ingrid has 3 victory points and Felix has 2. The total points scored between the two players is 5, so Ingrid's MOV for the game is 60% ($3 \div 5 = 0.6$) while Felix's MOV for the game is 40% ($2 \div 5 = 0.4$).*

When calculating MOV, please keep in mind the following points:

- The total MOV between players cannot exceed 100%.
- If players are tied on the number of victory points earned (including when no victory points are earned by either player), then both players have an MOV of 50%.
- If a player defeats all of their opponent's units, then that player's MOV is 100% and the losing player's MOV is 0%, regardless of the victory points earned.
- If a player wishes to concede the game, they should call a Judge. With the Judge as a witness, the players may choose to score the game (and determine MOV) as if it was the final round of the game, but only if both players agree to do so. If players do not agree, then the conceding player's MOV for the game is 0% and the other player's MOV for the game is the average of their other games' MOV in that tournament (see below).
- If a player does not show up for their game, leaves the game early without properly conceding (see above), or is given a Game Loss by a leader, that player's MOV for that game is 0%. In any of those cases, the opponent of that player gains an MOV equal to the average MOV of all their other games for the tournament.
- If a player receives a bye for the round, they gain an MOV for that game equal to the average MOV of all their other games for the tournament.
- If a tournament ends and a player has not played any games (i.e. they received a bye for one round and had no-show opponents for all the others), that player's average MOV for each round is 50%.

TIEBREAKERS

If two or more players have the same number of tournament points, tiebreakers are used to determine each player's standing within that group. Tiebreakers are used in the following order until all players within that group have been given a standing.

- **AVERAGE MARGIN OF VICTORY:** A player's average MOV is calculated by adding their MOV from each of their games together and then dividing the sum by the number of rounds in the tournament. The player with the highest average MOV among the players with the same number of tournament points is the highest-ranked player in that group. The player with the second-highest average MOV is ranked second among those players, and so on.
- **EXTENDED AVERAGE MARGIN OF VICTORY:** A player's extended average MOV is the average MOV of that player's opponents. To calculate this value, add together the average MOV for each of the player's opponents and then divide the sum by the number of opponents. The player with the highest extended average MOV among the players with the same number of tournament points is the highest-ranked player in that group. The player with the second-highest average MOV is ranked second among those players, and so on.
- **STRENGTH OF SCHEDULE:** A player's strength of schedule is calculated by dividing each opponent's total tournament points by the number of rounds that opponent has played, adding the results of each opponent played, and then dividing that total by the number of opponents the player has played. The player with the highest strength of schedule is ranked above all other players in the group not yet ranked. The player with the second-highest strength of schedule is ranked second among all players in the group not yet ranked, and so on.
- **EXTENDED STRENGTH OF SCHEDULE:** A player's extended strength of schedule is calculated by adding each opponent's strength of schedule and then dividing by the number of opponents that player has played. The player with the highest extended strength of schedule is ranked above all other players in the group not yet ranked. The player with the second-highest extended strength of schedule is ranked second among all players in the group not yet ranked, and so on.
- **RANDOM:** If any players are still tied after all other tiebreakers have been applied, then those players are ranked in a random order below any players already ranked in the group.

TOURNAMENT STRUCTURES

The structure of a tournament determines how many Swiss and single elimination rounds are used. All *STAR WARS: LEGION* tournaments must use one of the following three types.

BASIC STRUCTURE

The basic tournament structure is designed to be very accessible, especially for newer participants. This structure provides a tournament experience that requires a modest commitment of time and resources from [Tournament Organizers](#) and players.

Number of Registered Players	Number of Swiss Rounds	Size of Cut
4-8	2	No Cut
9-32	3	No Cut
33-48	4	No Cut
49 and Above	5	No Cut

ADVANCED STRUCTURE

The Advanced tournament structure caters to participants that enjoy competition. This structure provides a robust tournament experience that requires a substantial commitment of time and resources from [Tournament Organizers](#) and players.

Number of Registered Players	Number of Swiss Rounds	Size of Cut
9-24	3	Top 2
25-44	4	Top 2
45-90	5	Top 2
91 and Above	5	Top 4

CUSTOM STRUCTURE

The custom structure applies to all round structures other than the basic and advanced structures. Also included in the custom structure are tournaments that offer a number of rounds or size of cut that does not change based on attendance. The Event Outline of official custom tournaments will either include a specific structure tailored to that particular type of event or instruct the [Tournament Organizer](#) to design a structure and communicate it to participants. The Custom Structure is used for official [Competitive](#) events.

TOURNAMENT TIERS

FFG's OP events are broken into [two](#) tiers of play. These tiers serve to establish the expectations of a *STAR WARS: LEGION* tournament. Expectations are not intended to exclude people from participating, but to communicate the experience that players can expect from an event. [Tournament Organizers](#) of unofficial tournaments are encouraged to utilize the [Casual](#) tier, unless their tournament is specifically aimed at competitive players.

CASUAL

Tournaments at this level are welcoming to all players, regardless of experience level. Players are encouraged to help each other improve and learn, so long as it does not significantly disrupt the game. The focus is on creating a fun and friendly environment.

COMPETITIVE

[Competitive](#) events are the highest level of competition for Fantasy Flight Games tournaments. At this top level of tournaments, players are expected to have a moderate amount of experience. Players should be familiar with not only the game rules, but also the most recent Rules Reference and tournament regulations. The focus is on a competitive and fair environment.

This and other supported documents for STAR WARS: LEGION can be accessed from the game's website:

FantasyFlightGames.com/SWLegion

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TERRAIN GUIDELINES

Tournament tables should adhere to the following guidelines:

- » The terrain should cover 25 percent of the table at minimum, 35 percent of the table at maximum.
- » The terrain should include a mix of scatter terrain, line of sight-blocking terrain, area terrain, and terrain of varying heights.
- » The terrain should include a mix of light and heavy cover.
- » Medium and large pieces of terrain should roughly be placed beyond range 1 of each other.

3' X 6' TABLE GUIDELINES

3' x 6' tables should include the following:

- » 3-5 medium-sized line of sight-blocking terrain of height 1 or lower
- » 1-3 large line of sight-blocking terrain of height 2 or higher
- » 2-4 pieces of area terrain (woods, craters, rubble, tall grass, etc.)
- » 0-2 pieces of difficult area terrain (can be the same as the pieces above)
- » 8-12 pieces of scatter terrain (barricades, crates, etc.)



This table has a density of approximately 30%. It includes 5 medium-sized LOS-blocking pieces (3 medium huts, 1 downed AT-ST, and 1 crashed escape pod), 3 large LOS-blocking pieces (1 generator facility and 2 large huts), 3 pieces of difficult area terrain (rocky patches), and 10 pieces of scatter terrain (barricades and crates). It also includes 1 large gateway; this piece does not neatly fit into these terrain guidelines, but it is an example of an interesting feature to include after all other guidelines have been met.

3' X 3' TABLE GUIDELINES

3' x 3' tables should include the following:

- » 2-4 medium-sized line of sight-blocking terrain of height 1 or lower
- » 0-2 large line of sight-blocking terrain of height 2 or higher
- » 1-3 pieces of area terrain (woods, craters, rubble, tall grass, etc.)
- » 0-1 pieces of difficult area terrain (can be the same pieces as above)
- » 6-10 pieces of scatter terrain (barricades, crates, etc.)



This table has a density of approximately 30%. It includes 4 medium-sized LOS-blocking pieces (3 medium huts and 1 downed AT-ST), 1 large LOS-blocking piece (generator facility), 1 piece of difficult area terrain (rocky patch), and 6 pieces of scatter terrain. It also includes 1 large gateway; this piece does not neatly fit into these terrain guidelines, but it is an example of an interesting feature to include after all other guidelines have been met.

LINE OF SIGHT SILHOUETTE TEMPLATE

Included at the bottom of this page is a 42 mm x 27 mm silhouette template, bracketed by two orange tabs for grip. This template is designed to be used when determining line of sight to or from a small base trooper mini. **Use of this template is required for tournament play**, and players use the template anytime that they wish to check line of sight.

Feel free to print off this page and cut out the template for use. Two copies have been included in case each player would like their own template.

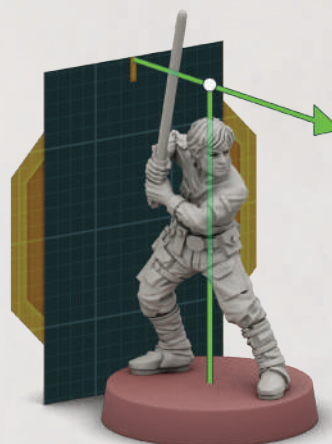
IMPORTANT NOTE: This silhouette is used **only** by small base trooper minis. Anything on a notched base uses the traditional line of sight rules found in the Rules Reference.

MEASURING LINE OF SIGHT TO A MINI

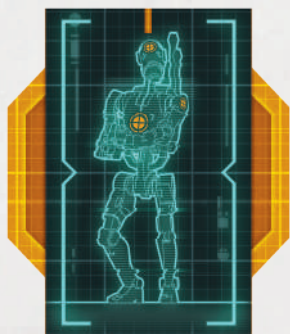


When determining line of sight to Luke Skywalker, place the silhouette template directly behind Luke's base. If any part of the silhouette template (not including the orange tabs) is visible to another mini, that mini has line of sight to Luke. In this example, Luke's lightsaber extends beyond the silhouette and does not count for line of sight.

MEASURING LINE OF SIGHT FROM A MINI

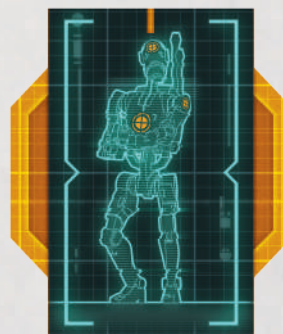


When determining line of sight from Luke Skywalker, place the silhouette template directly behind Luke's base. Then, align your eye with the hash mark at the top of the silhouette and draw line of sight from the center of the base.



42 mm x 27 mm

Print and cut out this template for use.



42 mm x 27 mm

Print and cut out this template for use.