STAR WARS™

LEGION™

GALACTIC CONQUEST EVENT

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In this packet you will find official rules for running a *Star Wars*™: Legion Galactic Conquest Event.

Below we outline the responsibilities of players, Consulars, and Event Organizers (EOs), how to create player pairings, and how players earn Event Points in a Galactic Conquest Event.

PLAYER RESPONSIBILITIES

Players attending an event are responsible for supplying their own miniatures, cards, dice, measuring tools, tokens, squad list, and other game pieces that are required during play.

MINIATURES

Each player must have the miniatures for each unit on their Roster. Players are allowed to customize their miniatures as they like but must follow these guidelines:

- The miniature must be made from a majority of Asmodee North America miniature parts from the *Star Wars*: Legion miniatures line.
- The miniature must be easily identifiable as the version of the unit it represents.
- Players may not customize a miniature in such a way that any part of the miniature represents the intellectual property of any party except Lucasfilm, including copyrighted logos, symbols, iconic elements, or other iconography.
- The size or pose of a customized miniature cannot interfere with game play.
- Miniatures must always be attached to an Atomic Mass Games base or a modeled base that is the appropriate size and shape as the base supplied with the original miniature.

CARDS

A player must have all Battle Cards, Command Cards, Flaw Cards, Unit Cards, Upgrade Cards, and any other cards included in their army list. Proxies of cards are not allowed.

DICE

Players must use official *Star Wars*: Legion dice. This includes the dice found in the Core Sets, Dice Expansions, Essentials Kit, and/or promotional material distributed by Asmodee North America. Players may not use replacement dice.

MEASURING TOOLS

Players are required to bring their own set of measuring tools. This includes both Range and Movement Tools. Players are never allowed to modify the size or shape of their measuring tools but may replace them. Players using substitutions should check with the EO before the event begins so the tools can be verified as being the correct size and shape. Players may not use measuring devices that do not have an equivalent tool supplied by Atomic Mass Games.

TOKENS

There are two types of tokens in *Star Wars*: Legion essential and nonessential. Essential tokens are tokens placed on the battlefield to represent specific effects. These tokens have a specific size and are supplied with the units or cards that require them. Nonessential tokens are usually placed on the battlefield and are used to track suppression, wounds, aims, dodges, and other game effects.

Players are never allowed to modify their essential tokens but may replace them. Players using substitutions should check with the EO before the event begins so the tokens can be verified as being the correct size and shape. Players may modify or replace nonessential tokens as long as the tokens used are clear and do not interfere with game play.

ARMY LIST

A player must submit an Army List to the EO before the event begins and may not change their Roster once the event starts. An Army List is built as described in the *Star Wars*: Legion Core Rules book, which can be found at https://www.atomicmassgames.com/star-wars-legion-documents.

SPORTSMANSHIP

All players are expected to act in a civil way during the event. Disputes and disagreements will happen during games, but players should remain respectful of other players, EOs, and the space they are playing in. Should a dispute or an argument arise, the players should immediately call for a Consular to help resolve the issue.

Star Wars: Legion is an open information game. Players can always request to see any non–Command Cards that are in an opponent's Army List both before and during the game. Players should never attempt to obscure or mislead their opponent about any cards or effects they have available.

MISSED OPPORTUNITIES

Players are expected to follow the game's rules, remembering to perform actions and use card effects when indicated. It is each player's 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. Players are expected to refrain from intentionally distracting or rushing an opponent with the intent of forcing a missed opportunity.

MARGIN OF ERROR

Units are sometimes moved accidentally or placed inexactly during the normal course of the game. This is acceptable within a reasonable margin. Players must not abuse this margin of error, however, and they must use the components included with the game to help them be as accurate as possible. If a player feels their opponent is abusing this margin of error or if they need to make a particularly difficult movement, they should call a Consular for assistance before moving any miniatures.

UNSPORTSMANLIKE CONDUCT

Players who do not behave in a civil and respectful manner can be ejected from the event or issued a warning at the discretion of a Consular or the EO.

Examples of unsportsmanlike conduct include but are not limited to:

- Treating other players, Consulars, EOs, or spectators disrespectfully.
- Intentionally attempting to mislead an opponent, a Consular, or the EO.
- Intentionally disrupting the placement of miniatures, terrain, or tokens on the table.
- Quickly removing dice from the table before an opponent can verify a roll.

EVENT ORGANIZER RESPONSIBILITIES

The Event Organizer, or EO, is the person, store, or convention that is putting on the event. Much like players, the EO has a set of responsibilities for the event.

EVENT RULES

The EO should make it clear to players ahead of time what the rules for the event are. Will there be any other special rules governing the event?

SWISS ROUND TIMES

Each Swiss Round of *Star Wars*: Legion is a variable length, giving players a certain amount of time to complete their games. The EO should start the timer for a Swiss Round after most players have found their table and begun to set up. The EO should never tell players the remaining time in the round. The base round time is 150 minutes. To create a variable game length, roll 5 red defense dice. Add one minute to the round for each ▼ and ⯆ result. If a game has not concluded when the time for a Swiss Round runs out, the EO starts a new round timer for 15 minutes. The players finish the current game round and calculate their scores. If the 15 minute time expires before this game round ends, it immedietly ends, then the players calculate their scores.

PAIRINGS

Each Swiss Round, players are paired with an opponent for a game of *Star Wars*: Legion. All Galactic Conquest Events use Swiss-style pairings (see "Swiss Pairing" below). If there will be a progression cut (see below), the EO should announce how many Swiss Rounds the event will contain before the event begins, as well as the details of the progression cut.

When necessary, a player may be assigned a bye during a round instead of being paired against an opponent. That player receives a win and 700 Points Defeated for that round. The rules for when to assign a bye are detailed below.

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

Players can leave an event early in several ways:

- If a player no longer wishes to continue playing, that player must notify the EO of their intent to drop. The EO will avoid pairing that player in future rounds by dropping them from the event. Players should notify the EO of their intent to drop as soon as possible, and the EO may apply penalties to players who fail to do so, such as withholding prizes, if any, at their discretion.
- Players can also be 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 any other reason. Players can request that the EO allow them to rejoin an event from which they were dropped. A player who rejoins in this way is assigned an unpaired loss for each round they did not participate in.
- Ejected players are removed from the event and cannot rejoin.

SWISS PAIRING

Galactic Conquest Events use a Swiss Pairing system that awards Event Points to the winner of each game (see "Event Points" below). Each Swiss Round pairs players in head-to-head games, attempting to match players with the same number of event points while preventing players from playing the same opponent more than once. At the end of all Swiss Rounds, the winner of the event is the player with the most Event Points.

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 Event Points.

To determine pairings, identify the group of players with the highest number of Event 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 Event Points. Then, pair all remaining players in the second group at random. Continue until all players are paired.

If there is an odd number of players in the event, one player is chosen at random to receive a bye in the first round. In later rounds, if there is an odd number of players remaining in the event, the bye is given to the lowest-ranked player who has not yet received a bye. When a player is given a bye, that player receives a win with 700 points defeated for that round of the event.

PROGRESSION CUT

Some Galactic Conquest Events set a predetermined number of rounds, at the end of which all players that meet certain criteria advance to the next stage of the event and all other players are dropped. This is commonly referred to as "making a cut."

If a player who qualified for a progression cut drops from the event before any games are played during the next stage of the event, the next highest-ranking player not in the next stage of the event should be added to the cut as the lowest-ranked player in the cut.

Number of Players	Number of Rounds	Progression Cut
4–16	4	N/A
17–32	4	Top 8
33–64	5	Top 8
65–128	6	Top 8
129–256	7	Top 16
257+	8	Top 16

END OF MATCH

Each *Star Wars*: Legion match ends in one of the following ways:

- **Victory**: One player wins the match as described in the *Star Wars*: Legion Core Rules book.
- **Time**: The round timer runs out. The players finish the current round of the game. After the End Phase, the player with the most VP tokens is considered the winner. If they are tied, the player who defeated more points worth of their opponent's army is the winner. When calculating how many points a player has defeated, only count units that were completely defeated, including any upgrades equipped to the unit. If players defeated the same number of points, the player whose army consists of more points is the winner. If there is still a tie, the game is a Draw.
- **Draw**: If both players decide not to play the match for any reason, both players are awarded a draw.
- **Concession**: One player voluntarily concedes the match. The conceding player receives a loss and their opponent receives a win. The winning player receives 700 Points Defeated or their current total of points defeated for that game, whichever is greater. Collusion between players is not permitted under the sportsmanship rules of this document. If a Consular believes players are attempting to manipulate the scoring system, the players should either be given warnings or be ejected from the event.

EVENT POINTS

Players earn Event Points at the end of each round as follows:

- Win – 3 points
- Loss – 0 points
- Draw – 1 point

At the end of an event, the player with the most Event Points wins the event.

TIEBREAKERS

If two or more players have the same number of Event 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.

- **Strength of Schedule**: A player's Strength of Schedule is calculated by dividing each opponent's total Event Points by the number of rounds that opponent has played, then adding this result for each opponent played together, and then dividing that total by the number of opponents the player has played. The player with the highest Strength of Schedule score 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.
- **Points Defeated**: The player with the higher cumulative number of Points Defeated throughout the event is ranked above all other players with the same number of Event Points and the same Strength of Schedule. The player with the second-highest cumulative Points Defeated is ranked second among those players, and so on.
- **Victory Tokens Earned**: The player who earned the higher number of victory tokens throughout the event is ranked above all other players with the same number of Event Points, same Strength of Schedule, and same Points Defeated. The player with the second-highest cumulative victory tokens earned is ranked second among those players, 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.

TERRAIN

EOs are responsible for supplying 3D terrain and game mats for events they run as well as setting up the terrain between each round. EOs should attempt to use consistently sized terrain for all tables if possible. As always, players should discuss terrain before each

ALTERNATIVE SWISS ROUNDS

Should the EO not wish to perform a progression cut, they may opt to use Full Swiss Pairings running the number of rounds shown below.

Number of Players	Number of Rounds
4–16	5
17–32	5
33–64	6
65–128	7
129–256	8
257+	9

Seeded Single Elimination Bracket

After a progression cut, the event no longer uses Swiss-style pairings. Going forward, the event uses a Seeded Single Elimination Bracket. At the end of the Swiss Rounds, players are paired according to their standings and their names are placed in a bracket as shown on the final pages of this document. Each column of the bracket represents a round of matches. Starting on the left-most column of the bracket, each pair of players is a match to be played that round. When a player wins their match, they advance to the next round and their name is moved into the adjoined box on the next column. Players that lose their match are eliminated from the event and have earned the placing listed underneath the column for the last round of the event they played in. Play continues until only one player remains in the event.

Players that would Draw during a Seeded Single Elimination Bracket determine the winner through a Priority Roll.

CONSULARS

EOs should have at least one Consular on hand at every Galactic Conquest Event that they run. The Consular can be the EO, or it can be someone designated by the EO. At Galactic Conquest Events, a Consular cannot participate in the event as a player. A Consular should have a firm understanding of the rules of *Star Wars*: Legion and be familiar with the most recent errata and rulings. Their job during the event is to keep games moving and resolve player issues that arise during game play. A Consular's ruling is final, even if it is found later to be incorrect.

Consulars are also responsible for issuing warnings to players and determining if a player should be ejected from the event. Consulars should issue warnings to players not following one or more of the sportsmanship rules listed above. Consulars should also warn any player attempting to abuse margin of error or the open information state of the game or for failing to maintain a clean and clear game state.

Consulars should immediately eject a player from the event if they believe it is necessary. Here are some examples that could result in immediate ejection from the event:

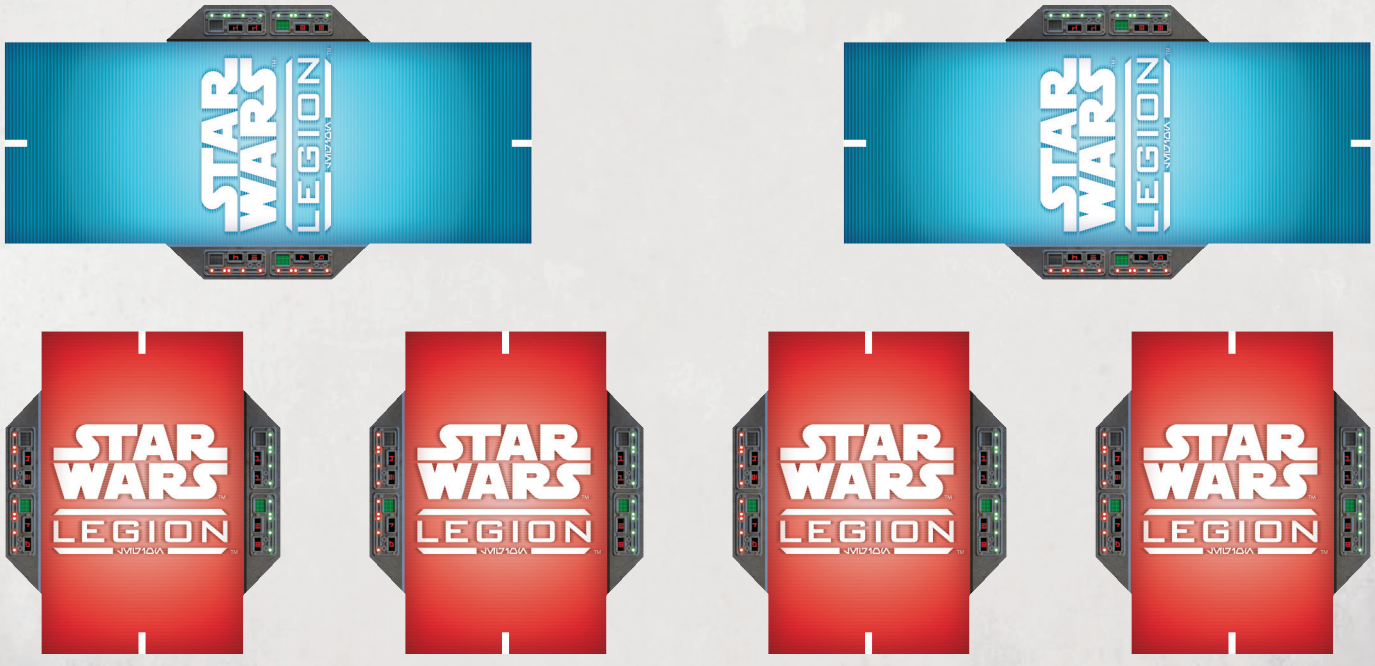
- A player has become upset and threatens or becomes violent toward their opponent, a spectator, or any other person.
- A Consular has reason to believe a player is intentionally cheating.
- A player has received three or more warnings during the event.

HEAD CONSULAR

At large events, the EO should specify a Head Consular in addition to one or more regular Consulars. If a player is unhappy with the ruling of a Consular, they may appeal the ruling to the Head Consular. The Head Consular will then make the final ruling and may overrule a regular Consular.

LINE OF SIGHT TEMPLATE

Included at the bottom of this page are silhouette templates, bracketed by two gray tabs for grip. This template is designed to be used when determining line of sight to or from a miniature.



TOP 16 BRACKET

TOP 8 BRACKET