

# STAR WARS™

# LEGION™

LEGIION



## LEAGUE EVENTS

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# LEAGUE RULES

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Welcome to the *Star Wars*™: Legion League Event Document. In this packet you will find all the rules needed to run your a league for your community and game group. In this packet you will find official rules for running a *Star Wars*™: Legion League event.

Leagues use Swiss Rounds for pairing and are played over several rounds. Unlike a tournament, Leagues do not require players to play their games on simultaneous days. The Event Organizer determines the intervals at which players are paired. It is up to the players to play their game and report the results to the Event Organizer before the interval of play has expired. At the League's conclusion, players are ranked based on their games played and their final standings.

Below we outline the responsibilities of players and Event Organizers (EOs), how to create player pairings, how players earn Event Points in a League, and how final standings are determined.

## PLAYER RESPONSIBILITIES

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Players participating in a league event are responsible for supplying their own miniatures, cards, dice, measuring tools, tokens, Army Lists, and other game pieces that are required during play.

## LEGAL PRODUCTS

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All products that have been released for retail sale in the region where an event is being held or that have been published on the Atomic Mass Games website as Print-and-Play prior to the first day of an event are considered legal for organized play. Individual EO's may, at their discretion, adjust this standard to better fit their event and community. If a player has specific questions about the legality of new releases at an event, those inquiries should be directed to that event's EO.

## MINIATURES

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Each player must have the miniatures for each unit in their Army List. 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 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 gameplay.

Miniatures must always be attached to an Atomic Mass Games base or a modeled base that is the appropriate size and shape of the original miniature.

## ARMY LISTS

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A player does not need to submit an Army List to the EO before the event begins and may change their Army List between games. An Army List is built as described in the *Star Wars*: Legion Core Rules book, which can be found at [Atomicmassgames.com/swlegiondocs/](http://Atomicmassgames.com/swlegiondocs/)

## EVENT ORGANIZER RESPONSIBILITIES

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

## LEAGUE INTERVALS

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A League Interval encapsulates a single round of games and tells players how long they have to play their paired game before that round is complete. The Event Organizer determines the length of each League Interval. It is up to the players to play their game and report the results to the Event Organizer before the interval concludes. It is suggested an EO use an interval of one week or two weeks, allowing players ample time to schedule their games with each other and complete their matches, but any length of time may be chosen.

Should two players not be able to complete their game during the designated Interval, both players receive a loss. If one player can show they reasonably attempt to schedule their game, but their opponent was unresponsive or otherwise unable to complete the game, the scheduling player receives a win (scored as a bye, see below) and their opponent receives a loss.

At an EO's discretion they may give allowances or additional time where possible for players to play their matches should issues arise.

A League is made up of a number of Intervals determined by the EO, and then it ends. Leagues do not always run until there is one single undefeated player.

## PAIRINGS

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Each Swiss Round, players are paired with an opponent for a game of *Star Wars*: Legion. League Events use Swiss-style pairings (see "Swiss Pairing" below).

When necessary, a player may be assigned a bye during a round instead of being paired against an opponent. That player receives a win with 900 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 League, if possible.

## SWISS PAIRING

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Leagues 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 900 points defeated for that round of the event.

## EVENT POINTS

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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.

## ESCALATION LEAGUE VARIANT

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Escalation Leagues are a variant that allows players to slowly increase their game size as their collection grows and can help players to incrementally learn the rules of the game and their favorite characters. If an EO would like to run an Escalation League, we suggest running it over three Intervals using the special rules below.

## ESCALATION ARMY LISTS

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Normal Army Lists are not used until the end of an Escalation League; instead the provided scenarios instruct players on how to build Army Lists and provide a mission for each Interval.

## INTERVAL 1: SCOUTING ENGAGEMENT:

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### Army Lists

Players build 600pt Army Lists using the *Star Wars: Legion Recon* rules found at a [Atomicmassgames.com/swlegiondocs/](http://Atomicmassgames.com/swlegiondocs/). Players do not construct Battle Decks for this Interval.

### Battle Cards

Players will use the Intercept Signals Primary Objective Card and the Surface Scan Secondary Objective Mission Card. Both players will use the Cunning Deployment Advantage Card.

## INTERVAL 2: FORM BATTLE LINES:

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### Army Lists

Players build 800pt Army Lists using the *Star Wars: Legion* rules found in the *Star Wars: Legion Core Rulebook* at [Atomicmassgames.com/swlegiondocs/](http://Atomicmassgames.com/swlegiondocs/). Players construct Battle Decks as normal.

## INTERVAL 3: FINAL ASSAULT:

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### Army Lists

Players build 1,000pt Army Lists using the *Star Wars: Legion* rules found in the *Star Wars: Legion Core Rulebook* at [Atomicmassgames.com/swlegiondocs/](http://Atomicmassgames.com/swlegiondocs/). Players construct Battle Decks as normal.