



STAR WARS LEGION

Tournament Schedule / Location

23-03-2019

Koningin Astridlaan 2
8200 Sint-Michiels (Brugge)

8.30 : DOORS OPEN

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9.20 Pairings GAME 1

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9.30 – 11:30 : GAME 1

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Lunch break

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12.05 Pairings GAME 2

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12.15 – 14:15 : GAME 2

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14.35 Pairings GAME 3

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14.45 – 16:45 : GAME 3

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17.00: PRIZES

Registration:

Mail your contact information (Name, Address and Phone) to thegreenknight.brugge@gmail.com
Attached to this mail add your army list, including his or her name and all units, associated upgrade cards, total army points, and command cards.

We will reply on the mail to confirm your registration!

Cost:

Non-members: 10€

Members of the green knight Wargaming Club : 5€

Fee will be asked at the entrance and you will be given a signed (verified) Army list.

Tournament Rules

1. ARMY LIST

Each player's army list needs to consist of two parts.

- A force of max. 800 points. All models have to be of one faction and must include the appropriate number of units of each rank according to Rules Reference page 44.
- A command hand of 7 cards (2x 1pip, 2x2 pip, 2x3 pip and standing orders). For further rules on how to build a command hand, see Rules Reference page 5.

Every player needs to have their objective, deployment and condition cards found in the Legion Core set and Priority supplies expansion.

Players need to have their own army lists with them. An opponent can ask anything about your list except for your command hand which is considered hidden information. Feel free to print a courtesy army list with only your force on it, for your opponent.

The Green Knight will have a copy of the army list you sent through e-mail. In any dispute, our copy will be considered the legitimate list.

2. GAME TIME

After two hours of gameplay, the players must finish the current turn, and then the game ends automatically. 10 minutes before the two hours there will be a warning. This warning means that no new turns can be started.

3. MATCH-UPS

3 Rounds will be played during the day. The match-ups of round 1 will be random. Following games will use a Swiss pairing system. In the event of an odd number of players, a player will receive a bye though we will try to have a reserve player standing by.

4. TERRAIN

All tables and terrain will be set by our tournament organizers. Players are not allowed to move the terrain around or remove any pieces of the table unless instructed by a Judge.

5. START OF BATTLE

We shall try to provide the new pairings in time so players can do the set-up and have reasonable time left to play the battle. We estimate 10 minutes for set-up and then 2 hours for playing the game. When you're paired and assigned a table go through the following steps.

1. Briefly discuss terrain, what counts as light/hard cover, what is difficult. If you can't come to an agreement a judge will determine terrain effects for you.
2. Determine player color. The player whose army has the lowest point total can choose to be the red or blue player. The Blue player chooses a table edge. If the point total is tied, flip a coin or roll a die.
3. The blue player shuffles his battle deck and draws and reveals 3 cards from each deck.
4. Starting with the Blue player each player chooses a category and eliminates the leftmost card in that category. After a player has had 2 opportunities to eliminate a card the leftmost card remaining in each row is used. A player can forfeit the opportunity to eliminate.
5. Resolve objective and condition cards.
6. Deploy units starting with the Blue player. Each player takes turns placing one unit until all units have been deployed.
7. The Blue player takes the round counter and sets it to 1 and starts the game.

DEFINING THE BATTLEFIELD



1. The blue player selects the deployment category, eliminating the leftmost card.
2. The red player selects the condition category, eliminating the leftmost card.
3. The blue player also selects the condition category, again eliminating the leftmost card.
4. The red player cannot eliminate the final card in the condition category, so instead chooses the objective category, eliminating the leftmost card.
5. Since both players have now had two opportunities to eliminate cards, the three leftmost cards that have not been eliminated will be used in this game. These cards will dictate how players deploy their forces, the objective of the game and any conditions that may affect gameplay.

6. TOURNAMENT POINTS (TP)

Victory is calculated as described in the Scenarios being played and Tournament points are awarded for victories, defeats and draws as shown below:

Result	Tournament Points
Victory	3 TP
Draw	1 TP
Loss	0 TP

7. WINNING THE TOURNAMENT

The winner is determined at the end of the last round, according to the following criteria:

- The player with the most TP will be the winner.
- In case of a tie, the strength of schedule is used as determined by the FFG Tournament Regulations.