## Introduction:

Star Wars: Legion is a 35mm tabletop miniatures game produced by Fantasy Flight Games. In Star Wars: Legion players take control of unique armies and wage undocumented battles during the Galactic Civil War and the Clone Wars.

At AMG OPEN  we are excited to offer you an exceptional two day Star Wars: Legion tournament experience! The AMG OPEN will be brought to you by Lets play games
**Please note: This is a living document and will be updated regularly. All major updates will be announced via Facebook and other communication channels.**

## Organiser Contact Information:

| Name | Contact Information |
|---|---|
| - Tournament Organiser & Judge | |
| - Tournament Marshall (Head Judge) | N/A |
| - Assistant Judge | N/A |

## Registration:

**Players wishing to participate must purchase a 2 day event ticket**. Please note that currently there is a 42 person cap on players

| Days Played | Early Bird Player Registration (Before 23/9) | Player Registration (On & after 23/9) |
|---|---|---|
| Two | $70 | $80 |

**TOURNAMENT SPONSORS:**

## Event Schedule:

### Saturday 12th November

| MOAB Star Wars: Legion - Day 1 | Start Time | End Time |
|---|---|---|
| Registration | **8:30am** | **8:50am** |
| Player Briefing and Round 1 Pairings | **8:50am** | **9:00am** |
| Round 1 | **9:00am** | **11:45am** |
| Score Round and Release New Pairings | **11:45pm** | **12:00pm** |
| Lunch | **12:00pm** | **12:30pm** |
| Round 2 | **12:30pm** | **3:15pm** |
| Score Round and Release New Pairings | **3:15pm** | **3:30pm** |
| Round 3 | **3:30pm** | **6:15pm** |
| Score Round and Release New Pairings | **6:15pm** | **6:30pm** |
| End of Day Briefing | **6:30pm** | **6:35pm** |

### Sunday 13th November

| MOAB Star Wars: Legion - Day 2 | Start Time | End Time |
|---|---|---|
| Player Arrival | **8:30am** | **8:50am** |
| Player Briefing | **8:50am** | **9:00am** |
| Round 4 | **9:00am** | **11:45am** |
| Score Round and Release New Pairings | **11:45pm** | **12:00pm** |
| Lunch | **12:00pm** | **12:30pm** |
| Round 5 | **12:30pm** | **3:15pm** |
| Score Round and Final Swiss Standings | **3:15pm** | **3:30pm** |
| Pack Down and Giveaways | **3:30pm** | **3:45pm** |
| Top 2 Cut Game | **3:45pm** | **6:15pm** |
| Final Awards | **6:15pm - Until Complete (Estimated 10mins)** | |

| | |
|---|---|

## Event Format:

Per FFG's Tournament Regulations the AMG Aus open will be run as a Competitive Event using an Advanced Structure. This means the event, over two days, will run 5 rounds of Swiss followed by a Top 2 Cut if needed.

Qualification to the Top 2 Cut will be determined first on Tournament Points and then on Margin of Victory per the Star Wars: Legion Tournament Regulations.

The event will be a standard 800pt size tournament. Players must adhere to all list construction rules.

**Due to the delays expected for a number of upcoming releases we have decided to change the tournament policy so that any unit released prior to the start of the tournament WILL be legal for the event.**

## Requirements:

Players should have all materials needed to play. This includes tokens, models, and associated unit / upgrade cards.

Players **must** bring at least 2 printed copies of their list. This is to provide one list at registration and one to show to their opponents each round. Table Top Admiral is the preferred list builder.

There are **NO** painting requirements for this event. Painted armies will be encouraged with significant prize support.

## Round Details:

Players will be assigned pairings and a set table. Players are required to play against their assigned opponent on the specified table.

Players will be given 15 minutes setup time before the start of each round (this is already accounted for in the round timings). Each round will be 135 minutes (2 hours 15 minutes).

When this time elapses any games yet to finish will be given 15 minutes to finish the current game turn, after this additional 15 minutes elapses games will finish and score immediately.

## Rules Disputes:

In the event of a rules dispute players are encouraged to call for a Judge. Judges will confer with the players before addressing the issue in accordance with the current Rules Reference Guide.

If you disagree with a Judge's ruling players can request the Tournament Marshall (Nick Ward). The Marshall will confer with both players and the relevant Judge. Any rulings that are made by the marshall are final.

The tournament will be run using FFG's Game Floor Rules. Players will be issued warnings and, if necessary, disqualified in accordance with this document. We strongly encourage our players to call for a Judge if at any stage they believe there is an issue in line with this document. Examples of behaviour warranting a Judge's involvement include, but are not limited to, collusion, slow play, aggressive behaviour, and cheating.

## MORE INFORMATION ABOUT THE EVENT:

## Prizes and Giveaways:

To celebrate the event we will close the event with a giveaway. Prizes and giveaways to be announced.