

RISE AGAINST TYRANNY

-A NARRATIVE EVENT FOR STAR WARS LEGION-

SATURDAY AUGUST 9TH, 2025

GUILDHOUSE

420 1ST ST., SAN JOSE, CA



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EVENT PARAMETERS

LIST BUILDING

Rise Against Tyranny is a narrative event meant to represent the galactic conquest campaign of the combined forces of the Rebel Alliance, Mercenary Forces and anyone who might oppose the Imperial Regime vs. the might of the Empire and their bid to control the galaxy.

Players will choose to play as either the forces of the Empire, or those opposed to the Empire. Ideally, there will be an equal number of Empire and Non-Empire players. All players must play a Battleforce of some kind (Non-battleforce lists are not permitted). Players may choose to play as one of the homebrew battleforces found in folders linked [here](#).

Imperial Forces	Rebellion/Anti-Empire Forces
Blizzard Force	Agamar Garrison**
Ghorman Occupiers**	Bright Tree Village*
Imperial Remnant*	Clone Uprising**
Inquisitorius Operations**	Echo Base Defenders
Revised Imperial Remnant**	Geonosian Hivemind**
Royal Guard**	Mandalorian Covert**
Tempest Force*	Rogue One**
	Saw's Partisans**
	Shadow Collective*
	Underworld Regime**
	Wookiee Defenders*

*Denotes a change to the currently legal Battleforce to fit thematic elements such as new or removed units, additional rules, and new features.

**Denotes an entirely new Battleforce, some with entirely new units, special rules, upgrades and / or command cards.



TABLE ASSIGNMENTS

The Event Organizer (EO) will select planets from the chart below in this document and set up a number of game tables equal to half the number of players participating to represent those planets.

During this event, players will not be paired against each other as would happen in a standard organized play setting. Instead, players from each team (Empire and Non-Empire) will agree amongst themselves who will attack which planet, thus determining which game table they play at. Once agreement has been reached, both teams will present their attack plans to the EO. If the EO sees the attack plans would result in players facing an opponent they had already faced in the event, the EO will randomly select the Empire or Non-Empire player to receive a scrambled intel communication and will swap that player's attack plan with another player of the same team in order to not end up with a duplicated match-up.

During this event, each table is meant to represent a different planet in the Star Wars galaxy. During the first game of this event, planets will either begin as Occupied (Highlighted in **RED**) or Liberated (Highlighted in **BLUE**). After the first game, a planet is considered Liberated if the previous Imperial player was defeated and a planet is considered Occupied if the previous Imperial player was victorious.

Planet	Liberated effect	Occupied effect
Naboo	When planetary targets have been chosen, Choose a different planet (table) that is Occupied. The non-Imperial player on that planet gains the Liberated Effect. The planet is still considered Occupied.	When planetary targets have been chosen, choose a different planet (table) that is Occupied. Add 1 to any numerical effects granted by its Occupied Effect.
Ghorman	When planetary targets have been chosen, Choose a different planet (table) that is Occupied. It becomes Liberated. This effect cannot be used to Liberate Scarif	When planetary targets have been chosen, Choose a different planet (table) that is Liberated. The Imperial player on that planet gains the Occupied Effect. The planet is still considered Liberated.
Korriban	During this game, units in your army gain Jedi Hunter. If there are no force users in your opponent's army, instead, all units in your army increase their courage by 1.	Before the game begins, Dark Side force users gain Master of the Force 1 and one unit can equip a Force upgrade that costs 10 points or less, ignoring cost and upgrade slot availability for the duration of this battle.
Kashyyyk	Before the game begins, choose 2 of your multi-miniature trooper units and add a Battle Shield Wookiee, Bowcaster Wookiee or Long Gun Wookiee to those squads ignoring point costs and unit restrictions for the duration of this battle.	Before the game begins, choose a planet that is currently Liberated. All units in the Imperial army on that planet gain Demoralize 1
Scarif	When planetary targets have been chosen, choose a different planet (table) that is liberated. Add 1 to any numerical effects granted by its Liberated Effect.	When planetary targets have been chosen, Choose a different planet (table) that is liberated. It becomes Occupied. This effect cannot be used to Occupy Ghorman
Tatooine	Before the game begins, you may add a unit of Pyke Syndicate Foot Soldiers to your army for the duration of this battle. This unit of Pyke Syndicate Foot Soldiers comes equipped with a P13-M Disruptor Soldier and a Pyke Syndicate Capo	Before the game begins, you may add a unit of Black Sun Enforcers to your army for the duration of this battle. This unit of Black Sun Enforcers comes equipped with a Scatter Gun Enforcer and a Black Sun Vigo
Endor	Before the game begins, You may add a full squad of Ewok Slingers to your army for the duration of this battle. This unit comes equipped with the Ewok Slinger Squad and Forest Dwellers upgrades.	Before the game begins, you may add an AT-ST to your army for the duration of this battle. This AT-ST comes equipped with the 88i Twin Light Blaster Cannon upgrade. This AT-ST enters the battlefield with 4 wounds already dealt to it.
Ruusan (VotJ)	Before the game begins, Light Side force users gain Master of the Force 1 and one unit can equip a Force upgrade that costs 10 points or less, ignoring cost and upgrade slot availability for the duration of this battle.	During this game, units in your army gain Jedi Hunter. If there are no force users in your opponents army, instead, all units in your army increase their courage by 1
Ferrix	Before the game begins, choose a planet that is currently Occupied. All units in the non-Imperial on that planet army gain Inspire 1	Before the game begins, you may add a TX-225 GAVw Occupier Tank to your army for the duration of this battle. This tank comes equipped with the Imperial Hammers Elite Armor Pilot. This tank enters the battlefield with 2 wounds already dealt to it.

EVENT ORGANIZERS

For all inquiries not available within this packet, feel free to reach out to the Event Organizer Torrie Jones by Discord (@torriejones) or email (torriejones@gmail.com). Other community members that may be of assistance are Julian Labesque and Ezra Osorio.

TICKETS

Rise Against Tyranny is a ticketed event at Guildhouse, and as such will require a purchased ticket to cover the use of event space. Tickets can be purchased [here](#).

LONGSHANKS SIGNUP

Sign up for the event on Longshanks with a Longshanks ID [here](#). Pairings will not be posted via Longshanks, as it will be used primarily as a tool for sign-ups.

SCHEDULE

Rounds	Start Time	End Time (est.)
Check-in	10:00am	10:30am
Round 1	10:30am	1:00pm
Lunch	1:00pm	2:00pm
Round 2	2:00pm	4:30pm
Round 3	4:30pm	7:00pm
Winning Team Announced	7:15pm	7:30pm

* Times are subject to change based on the speed of all players. 2.5 hours is given as a standard amount of time to play a full game of Star Wars Legion.

CUSTOM MINIATURES

Some Battleforces available in this event have custom homebrew units. In order to fit within narrative and theme, players are encouraged but not required to proxy miniatures as these units. 3D printing is entirely allowed and highly encouraged. If you do not have access to a 3D printer,

Julian Labesque (@bauken on Discord) is more than excited to provide custom miniatures for armies that require custom units, given that he is given enough time and coordination.

FAQ

IS THIS USING CURRENT RULES?

Yes and no. Rise Against Tyranny is using all the current official and up to date rules for Star Wars Legion as of the day before the event, but we also have some custom rules, units, and keywords. As a reminder, the current rules can be found [here](#).

DOES THIS HAVE AN LVO INVITE?

Not at all. The Rise Against Tyranny event is a strictly for-fun narrative team event.

WHAT ABOUT CUSTOM MINIS? DO I HAVE TO PRINT MY OWN?

Not at all, but players are highly encouraged to either proxy their current miniatures as the new homebrew units, 3D print them, or seek the aid of a community member (usually Julian as mentioned above). Julian is very happy to provide custom minis given enough time!

I HAVE AN IDEA FOR AN ARMY, WHAT ABOUT ____?

While we do love the enthusiasm for ideas we may have not considered, the committee behind the planning of these custom factions, Battleforces, and units worked very hard on these specific ideas and playtested them to create a fun and exciting narrative event.

IS THERE A PAINT REQUIREMENT?

Not at all! But a three color standard is highly encouraged, especially to tell different units apart.

HOW SERIOUS IS THIS EVENT?

We are all here just for fun for a day of narrative play within Star Wars Legion. If a player is seemingly playing with ill intent or to make their opponent have a bad time on purpose, they may be issued a minimum of a hard warning.

HOW DO I BUILD MY LIST?

We realize with custom units, sites such as Tabletop Admiral and Legion HQ become hard to use. Most lists will have to be manually calculated for point totals when building, but Tabletop Admiral does allow custom units and building with those units if you are subscribed to their Patreon.

Players will not be penalized if they accidentally find themselves a point or two over their 1000 points. Math can be hard.