

OPERATION SUPERIOR POSITION EVENT OUTLINE

Operation Superior Position is an Ambush event that provides players with a one-of-a-kind gaming experience using unique rules designed specifically for this operation. Follow the instructions below in order to fulfill player expectations.

PARTICIPANT REQUIREMENTS

Operation Superior Position supports up to eight players. If you have a larger event, we recommend splitting players into independent events of eight players or less. Leaders are permitted to also be players in an Operation as long as there is another leader present to make any rulings on the first leader's games.

PATRONAGE CARD

Eight of the core prizes for your Operation are to be used as a patronage card. These cards are a bonus to reward customers that buy *Star Wars*[™]: Legion products in your store. Please hand out one core prize to an enrolled player when they purchase a *Star Wars*: Legion product in your store. When doing so, make sure to check the Patronage box by that person's name on the achievement tracker.

TOURNAMENT STRUCTURE

We suggest using one of our three recommended Custom structures outlined below, but you may use your own Custom structure if you wish. Instructions on handing out prizes and using the Operation's achievement tracker are based on these three structures.

AMBUSH INFO

An Ambush event involves players playing 1v1 and using rules unique to this Operation. For Operation Superior Position, players begin with a small army and are able to add new units to the field of battle in 100-, 200-, or 300-point increments as the game progresses. Players must build a starting army with a maximum of 300 points and must include the following units:

- 0-1 Commander unit
- 1-3 Corps units
- 0-1 Support units

In addition to their starting 300-point army, we recommend that players prepare additional 100-, 200-, and 300-point armies prior to the game. It is not essential for the players—and they can modify those armies at any point prior to placing them on the battlefield—but the prebuilt armies will help prevent games from running too long.

INCOMING RESERVES

Players have a Reserve that consists of as many units as they wish, in any combination of types they choose, in addition to their starting army. We recommend players come to a game with these units arranged in 100-, 200-, and 300-point groups, but it is not mandatory.

During setup of each game, players use the setup outlined below.

Objective: Bring Them Down!

Setup: After the Define Battlefield Step, each player places an objective token anywhere within their deployment zone. Place a third objective token in the center of the battlefield.

At the start of each game round, including the first game round, each player gains a deployment point for each objective token they control. Each player, starting with the **Blue Player**, may spend up to three deployment points out of the total they've accrued to that point to deploy additional units as follows:

1 Deployment Point: deploy 100-points of units

2 Deployment Points: deploy 200-points of units

3 Deployment Points: deploy 300-points of units

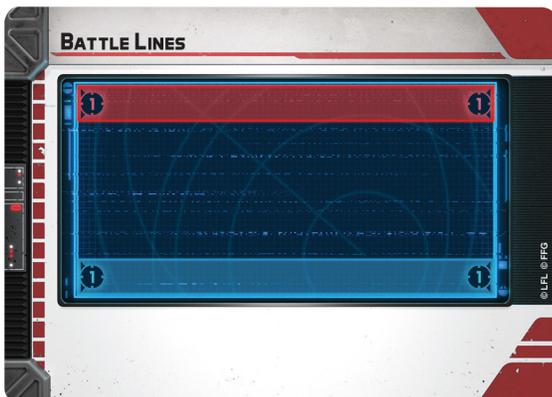
When a player spends deployment points for reinforcements, they deploy the new units at range 1 of the objective token in their deployment zone. After deploying any units, each player adds the appropriate command tokens to their order pools for each new unit added this way.

A player may choose not to spend deployment points and save them for future rounds.

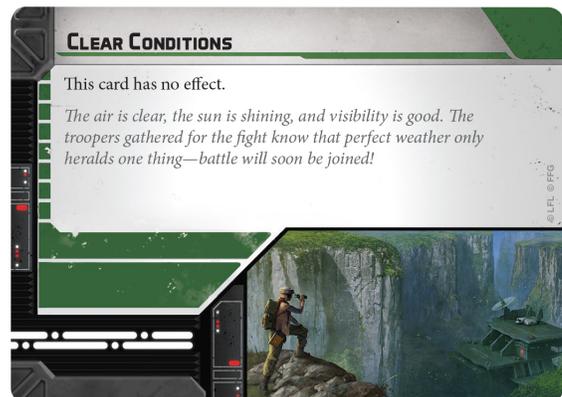
If a player loses control of the objective token in their deployment zone because an enemy unit has taken control of the token, the player must spend the remainder of their deployment points to deploy units **after** the Command Phase of the next round. The player may place these units anywhere in their deployment zone.

Victory: At the end of the game, each player earns 1 victory token for every Corps or Special Forces unit they destroyed and 2 victory tokens for every Commander, Heavy Support, Light Support or Operative unit they destroyed.

Deployment: Battle Lines



Condition: Clear Conditions



CHOOSING A TOURNAMENT STRUCTURE

When choosing a structure for your event, there are a number of variables that can help you choose what would work best for you and your players. Below are some of the most important factors to take into consideration when choosing a structure.

Single-Day Event: Requires enough table space and terrain to accommodate all players at the same time, requires a free weekend day in your (and players') schedule

Weekly League: Requires enough table space and terrain to accommodate all players at the same time, does not require more than two or three hours at any one time

Rivals League: Can be run with less available table space and terrain, requires a reporting system to ensure players' matches are communicated with the store

SINGLE-DAY EVENT

Run all four rounds of the Operation over a single day as a Swiss tournament. Make sure to let your players know that this event will require a significant investment of time, likely taking most of the day.

For the first round, pair players at random. To determine Swiss pairings for the second, third, and fourth rounds, group players according to the number of tournament points they have earned up to that point in the tournament. Pair players with the most tournament points at random. If there are an odd number of players in that group, pair the remaining player with a random player from the group with the second most tournament points. Repeat this process for each group of tournament points, in descending order, until all players are paired.

If there are an odd number of players overall at the start of a round, assign one player a bye before pairing players. To assign a bye, find all players with the fewest tournament points that haven't received a bye in the event, select one player at random from that group, and assign the bye to that player.

When pairing players, make sure no player is paired against the same person more than once across the entire event. If necessary, modify pairings to avoid this.

At the end of a game, players should report their results to you.

WEEKLY LEAGUE

Announce a weekly day and time for four, consecutive weeks to your players. At the announced start time during the first week, pair players at random and have them play a game against their opponent. At the announced start time during each remaining week, group players according to the total number of tournament points they have earned in all previous weeks. Pair players with the most tournament points at random. If there are an odd number of players in that group, pair the remaining player with a random player from the group with the second most tournament points. Repeat this process for each group of tournament points, in descending order, until all players are paired.

If there are an odd number of players at the announced start during any week, assign one player a bye before pairing players. To assign a bye, find all players with the fewest tournament points that haven't received a bye in a previous week, select one player at random from that group, and assign the bye to that player. If there are an odd number of players during the first week, assign one player at random a bye.

When pairing players, attempt to pair players against another player they have not played during a previous week, if possible.

RIVALS LEAGUE

Announce a start date and end date and allow players to sign up for your event prior to the chosen start date. (We recommend making your start and end date be no further than one month apart.) Tell players they need to sign up in pairs, but offer to connect any players who do not have a partner. Ensure that players include their email when they sign up so that you can communicate with them during the league, such as warnings about the upcoming end date or any changes to the event.

During the dates of the event, each player plays against their partner for all four rounds of the Operation, allowing them to arrange times to meet at your store and play their games over the course of the event. Tell your players how they can report their results, whether it's directly to a store representative, via a result sheet you make available in the store, or some other method of your choosing.

TOURNAMENT TIER

All events run with a Recruitment or Ground Assault Kit must be run at the Relaxed tier. The environment of a Relaxed event should be about fun and friendly competition. For more information about tournament tiers, please read the *Star Wars: Legion* Tournament Regulations.

ENROLLMENT PROCEDURE

Determine a maximum size for your event based on available space, and inform players of that capacity prior to the event. Announce the time you will begin and close enrollment, and when the event is expected to begin and end. The back of the Operation Superior Position achievement tracker is a great way to allow players to sign up for your event.

TRACKING ACHIEVEMENTS

Over the course of your Operation Superior Position event players will earn various achievements. When a player earns an achievement, check the appropriate box next to their name on the achievement tracker. These achievements will help determine who receives prizes at the end of your Operation Superior Position event.

Games Played: When a player finishes a game against one of their assigned opponents, check off the left-most box under “Games Played” next to their name.

Decorated Painter: After your Operation Superior Position event begins, players may show the organizer a newly painted miniature that is part of their army. If a player does, check the “Decorated Painter” box next to their name.

Operation Achievement: If a player deploys 200-points of new units during one game round, the player receives the Operation achievement for that round. Have them report to you when this happens, and check off the left-most box under “Operation Achievement” next to their name that does not already have a check.

Major Achievement: If a player destroyed 500 or more points of their opponent’s army during a game, check the “Major Achievement” box next to their name.

PRIZE DISTRIBUTION

Each Recruitment or Ground Assault Kit includes prizes for multiple Operations. Please use one Operation's worth of prizes for your Drop event.

- 16 Core Prizes
- 12 Elite Prizes
- 1 Painting Award

After a player has completed one game in your event, reward them with a core prize. After a player has completed three games in your event, reward them with an elite prize.

Once all four rounds of your event are complete, rank all players according to their tournament points and tiebreakers and award the remaining four elite prizes as outlined below, based on the style of event. See the *Star Wars*: Legion Tournament Regulations at FantasyFlightGames.com/OP/SWLegion/Assets for more details on how to calculate tournament points and tiebreakers.

SINGLE DAY EVENT

Award the two highest-ranked players with an additional elite prize. Award the final two elite prizes to random players using the achievement tracker (see "Achievement Tracker Prizes" below). When awarding the final elite prizes, ensure that they do not go to one of the two highest-ranked players.

MATCHED LEAGUE

Award the four remaining elite prizes to random players using the achievement tracker (see "Achievement Tracker Prizes" below). When awarding the remaining elite prizes, ensure that no more than one copy goes to the same player.

RIVALS LEAGUE

Award the four remaining elite prizes to random players using the achievement tracker (see "Achievement Tracker Prizes" below). When awarding the remaining elite prizes, ensure that no more than one copy goes to the same player.

ACHIEVEMENT TRACKER PRIZES

To award prizes to random players using the achievement tracker you will need a way to generate a random number as high as 80. (You can use a random number generator online, such as Random.org, dice, or any other method that is fair and random.) When determining the range in which to generate the number, choose 1 as the lowest possible number and $X*10$ as the highest possible number, where X is the number of players in your event. For example, if you have six players, you would generate a random number between 1-60.

Check your random number against the achievement tracker. If the box with that number has been checked, award the corresponding prize to the person who gained that achievement. If the box with that number is not checked, generate a new random number and repeat the process until you get a box that has been checked.

PAINTING AWARD

As a culmination of your Operation Superior Position event, schedule a date and time at the end to give out a painting award. Award this prize to the player with the best painted corps miniature. To find the winner, have all players who participated cast a vote for their choice.

REPORT RESULTS

We'd love to hear how your Operation Superior Position event went! After your event is complete, please fill out the report form online at FantasyFlightGames.com/Star-Wars-Reporting. While we encourage you to provide us with as much information as possible, you will be required to submit your event's location and date, the number of attendees, and the name of the winner. Other useful information is quotes and feedback from your players, as well as army lists and faction info.

