

## OPERATION TAKE THE HILL EVENT OUTLINE

Operation Take the Hill is an Entanglement event that puts players on a smaller field of battle and provides special rules for the duration of the event. Follow the instructions below in order to fulfill player expectations.

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### PARTICIPANT REQUIREMENTS

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Operation Take the Hill 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.

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### PATRONAGE CARD

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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.

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### TOURNAMENT STRUCTURE

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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.

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### ENTANGLEMENT INFO

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An Entanglement event involves players playing 1v1 and requires games to be played on a 3'x3' field of battle instead of the traditional 6'x3' field. Players must build an army with a maximum of 500 points and must include the following units:

- 1 Commander unit
- 2-4 Corps units
- 0-1 Special Forces units
- 0-1 Support units
- 0-1 Heavy units
- 0-1 Operative units

Each round is 75 minutes long.

For this Operation, players must use the battle builder (shown below) to define the battlefield instead of using battle cards. Starting with the **blue player**, players take turns choosing a category and eliminating the top remaining option in that category. A player may also forfeit their opportunity to eliminate an option if they wish to do so. After each player has had two opportunities to eliminate an option, the top remaining option is used during the battle. If players eliminate the first three options in a category, they cannot eliminate the final option.

Deployment	Objective	Condition
<p style="text-align: center;"><b>Battle Lines</b></p> <p>The <b>blue player</b> chooses an edge of the battlefield. The <b>red player</b> must choose the opposite edge. During the Deploy Units step, units must be deployed within range 1 of a player's edge.</p>	<p style="text-align: center;"><b>Control the Battlefield</b></p> <p><b>Setup:</b> Place 1 objective token on the center of the battlefield.</p> <p><b>Victory:</b> At the end of rounds 1–5, a player gains 1 victory token if they control the objective token. At the end of the game, a player gains 3 victory tokens if they control the objective token. A player controls an objective token if they have more trooper unit leaders at range 1 of that token than any other player.</p>	<p style="text-align: center;"><b>War Wary</b></p> <p>Units cannot use their commander's courage value instead of their own when checking to see if they are panicked.</p>
<p style="text-align: center;"><b>Faceoff</b></p> <p>The <b>blue player</b> chooses an edge of the battlefield and deploys their commander within range 1 of that edge. Then, the <b>red player</b> deploys their commander anywhere on the battlefield, beyond range 4 of the blue player's commander. During the Deploy Units step, unit leaders must be deployed within range 1 of their commander.</p>	<p style="text-align: center;"><b>Secure the Drone</b></p> <p><b>Setup:</b> Place 1 objective token on the center of the battlefield and determine 1 edge of the battlefield at random to be the <b>blue</b> edge. The opposite edge is the <b>red</b> edge. All trooper units gain “[Action] Reprogram (Reprogram an objective token that is at range 1 of your unit leader).”</p> <p><b>Victory:</b> At the end of each round, the objective token performs a Speed 1 move toward the edge of the battlefield that has the same color as the player who performed the most Reprogram actions. If no player performed a Reprogram action, it moves toward a random non-player edge of the battlefield. At the end of the game, the player whose battlefield edge is closest to the drone is the winner.</p>	<p style="text-align: center;"><b>Clear Conditions</b></p> <p>This choice has no effect.</p>
<p style="text-align: center;"><b>Meeting Engagement</b></p> <p>The <b>blue player</b> chooses an edge of the battlefield. The <b>red player</b> must choose the opposite edge. During the Deploy Units step, unit leaders must be deployed touching their edge of the battlefield. Then, they may perform 1 move.</p>	<p style="text-align: center;"><b>Key Positions</b></p> <p><b>Setup:</b> Starting with the <b>blue player</b>, players alternate placing objective tokens on the battlefield until 3 tokens have been placed or no more tokens can be placed. Each token must be placed on a piece of terrain that is beyond range 1 of any edge of the battlefield.</p> <p><b>Victory:</b> At the end of the game, for each terrain piece with an objective token, the player who has the most unit leaders in base contact with that terrain piece gains 1 victory token.</p>	<p style="text-align: center;"><b>Fortified Positions</b></p> <p>Starting with the <b>blue player</b>, players take turns placing 8 barricades (4 for each player) from the <i>Star Wars: Legion Core Set</i> on the battlefield.</p>
<p style="text-align: center;"><b>Surrounded</b></p> <p>The <b>blue player</b> chooses either two edges of the battlefield or the center of the battlefield. Then, if they chose the center, the other player chooses two edges of the battlefield, and if they chose two edges the other player has the center. During the Deploy Units step, the player who has the center of the battlefield must deploy their commander in the exact center and all other unit leaders within range 1 of that commander. The other player must deploy their unit leaders touching either of the chosen edges, deploying at least 2 units touching each edge.</p>	<p style="text-align: center;"><b>Elimination</b></p> <p><b>Victory:</b> Players cannot earn victory tokens; instead, at the end of the game, the player with the highest score wins. A player's score is equal to the total point value of each enemy unit that was defeated. This point value includes the point value of the unit and the point values of its equipped upgrades. If this still results in a tie, the <b>blue player</b> wins.</p>	<p style="text-align: center;"><b>Dawn Attack</b></p> <p>During the first round, each unit's maximum speed is speed 1.</p>

# CHOOSING A TOURNAMENT STRUCTURE

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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 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 start of each round, wait for the majority of your players to finish setup, then announce the start of the round and start the timer. 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.

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## 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.

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## 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 Take the Hill achievement tracker is a great way to allow players to sign up for your event.

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## TRACKING ACHIEVEMENTS

Over the course of your Operation Take the Hill 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 Take the Hill 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 Take the Hill 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 defeats two complete trooper units in their opponent's army during a game, 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 includes one special forces unit and one support unit in their army for a game, check the “Major Achievement” box next to their name.

## PRIZE DISTRIBUTION

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Each Recruitment or Ground Assault Kit includes prizes for multiple Operations. Please use one Operation's worth of prizes for your Take the Hill 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](http://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](http://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 Take the Hill 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 support miniature. To find the winner, have all players who participated cast a vote for their choice.

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## REPORT RESULTS

We'd love to hear how your Operation Take the Hill event went! After your event is complete, please fill out the report form online at [FantasyFlightGames.com/Star-Wars-Reporting](http://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.

