

2024 MOAB SW LEGION

“CHAOS THEORY”



Introduction:

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

Key Details:

The MOAB 2024 Star Wars Legion Tournament is a 2 day, 5 round, 26 player capped event held at Sylvania Heights Community and Youth Club on 5th-6th October 2024.

MOAB itself runs for the entire long weekend, featuring demo games, traders as well as a bring and buy and a multitude of other tournaments.

Please note: This is a living document and will be updated regularly. All major updates will be announced via Facebook and other communication channels.

Interstate players are welcome and if you require assistance in locating the venue or convenient accommodations please contact the TO.

Organiser Contact Information:

Name	Contact Information
David Rea - Tournament Organiser	draaggh@gmail.com
Matt James - Head Consular	shasla_9@hotmail.com
David Rea - Ticketing Coordinator	Preferably message me on FB or Messenger

Registration:

Players wishing to participate should buy their tickets on the MOAB 2024 webpage using the link below.

There are no eligibility requirements, and the MOAB entry fee for two days is \$55.

If you are participating in other MOAB events you will need to obtain tickets for those events separately

Ticket Purchasing:

<http://www.sutherlandshiregamers.org/MOAB-Events/>

Lists:

Players must submit their list in the Longshanks tournament software as a hyperlink (with command hand and battle deck) by Wednesday, 2nd October, 5pm AEST. You may be aware that after 1/9/24 Game Uplink will no longer be available, having been assimilated by the Borg, I mean Longshanks.

Tabletop Admiral is the preferred list builder.

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

Any rules changes, new releases, points updates that occur on or before Saturday 29th September will be used for the tournament.

Any updates after then will not be used unless announced (let me know if there's any units set to be released).

Lists will be checked by the head consular prior to the event to confirm list construction compliance and correctness (as a hyperlink).

Lists will be made public on Friday 4th October (without command card hand)

Failure to submit a list by the deadline will result in a round 1 loss, excepting in circumstances outside of the players control, and TO Rath™.

Time Schedule

Day 1 Saturday 5th October	Start Time	End Time
Registration	8:30am	
Player Briefing and Round 1 Pairings	8:45am	9:00am
Round 1	9:00am	11:30am
Score Round and Release New Pairings	11:30am	11:45am
Lunch	11:45am	12:30pm
Round 2	12:30pm	3:00pm
Score Round and Release New Pairings	3:00pm	
Round 3	3:00pm	5:30pm
Score Round	5:30pm	
End of Day Briefing	5:30pm	5:45pm

Day 2 Sunday 6th October	Start Time	End Time
Player Arrival	8:45am	
Player Briefing and Release New Pairings	9:00am	9:15am
Round 4	9:15am	11:45pm
Score Round and Release New Pairings	11:45am	11:45am
Lunch	11:45am	12:30pm
Round 5	12:30pm	3:00pm
Score Round and Final Swiss Standings	3:00pm	3:15pm
Pack Down and Giveaways	3:15pm	3:30pm
Final Awards	3:30pm - Until Complete (Estimated 15mins)	

Chess Clocks:

Chess clocks are compulsory and will be used for all games. These will be set to 1 hour and 15 minutes per player.

Detailed rules for this can be found here:

Are attached as a separate document.

Event Format:

MOAB 2024 Chaos Theory will be run using the Galactic Conquest Event AMG rules with some exceptions detailed below. Broadly, the event will run over two days, with 5 rounds of Swiss pairing and no progression cut. Strength of Schedule is the primary tiebreaker.

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

Players will be assigned pairings and a set table. Players are required to play against their assigned opponent on the specified table. If a player is absent from their table at the beginning of a round a consular may be called to confirm their absence and put that player 'on-the-clock'.

Timer:

A separate round timer (2 hours 30 minutes) will run in parallel to the chess clocks as an indicator of when all games should be expected at latest to conclude. If players are having issues using the chess clocks, they will be re-armed with an amount of time decided by the Head consular using this round timer for guidance. If players fail to use the chess clocks, this timer will additionally be used for 'hard dice down' timing, no additional 15 minutes will be made available, and the timer will not be displayed.

Rules Disputes:

In the event of a rules dispute players are encouraged to call for consular, consulars will confer with the players before addressing the issue in accordance with the current Rules Reference Guide and rules forum. Again, all concessions **must** be witnessed by a consular.

If you disagree with a consular's ruling players can request the Head Consular. The Head Consular will confer with both players and the relevant consular. Any rulings that are made by the Head Consular are final.

Warnings:

Players will be issued warnings and, if necessary, disqualified in accordance with the Galactic Conquests Events AMG Rules. We strongly encourage our players to call for a consular if at any stage they believe there is an issue. Examples of behaviour warranting a consular's involvement include, but are not limited to, collusion, slow play, aggressive behaviour, and cheating.

Scoring:

Final scoring can be entered by players directly into the Longshanks event, requiring the other player's confirmation. A consular should only be called over if there is an issue entering results. **All concessions must be witnessed by a consular**, the final score after a concession must be determined before that concession is accepted. Players should try to agree on the final score based on the current and expected game state. If they cannot, players are encouraged to continue the game, otherwise the concession will be scored as per the Galactic Conquest Event rules.

Requirements:

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

Original cards must be brought, and players should pack the original mini just in case as well.

Proxy models may be used for small base minis, however any non-small base mini will require preapproval from the head consular.

Painting:

Models must be fully painted or a work in progress with a minimum of 3 colours

Painted armies will be encouraged with an opt in painting competition

Prizes and Giveaways:

To celebrate the event we will close the event with a giveaway. We don't know what this will be, but we will.

Prizes

These are still being determined

Relevant links ():

Longshanks event:

<https://www.longshanks.org/events/>

Rules reference and errata:

<https://www.atomicmassgames.com/star-wars-legion-documents>

Rules Forum and FAQs:

<https://forums.atomicmassgames.com/forum/24-star-wars-legion-rules-questions/>

Support our sponsors:

Sponsors to be confirmed



<https://www.facebook.com/groups/903539966815255>

Social Media:

Keep up to date through any of the following pages

NSW/ACT Oceanic League:

<https://www.facebook.com/NSWACT-Oceanic-League-111615951536933>

Star Wars Legion - Sydney:

<https://www.facebook.com/groups/270398603474808>

Star Wars Legion - Australia:

<https://www.facebook.com/groups/301129683694626/>

Star Wars Legion:

<https://www.facebook.com/groups/starwarslegionnaires>