



OPERATION BLUE METAL EVENT OUTLINE

Operation Blue Metal is a Strategic event that allows players to create a story across connected games over the course of the event. Follow the instructions below in order to fulfill player expectations.

PARTICIPANT REQUIREMENTS

Operation Blue Metal 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.

STRATEGIC INFO

A Strategic event involves players playing 1v1 against the same opponent for all four games of a thematic event. Each game is connected, with the results of a game carrying over and creating consequences in future games.

For this Operation, players do not use battle cards. Instead, please communicate the rules outlined below to help players set up each game.

At the beginning of your event, after players are paired, they determine who is the **Red Player** and who is the **Blue Player** at random. Then, give each player the following mission briefing:

Red Player: “The harsh winters of this planet have scared away those before us, but beneath this surface is a precious metal that will prove to be very valuable to our forces!”

Blue Player: “An abandoned mining facility lays at the far end of our position. We have received intel that enemy forces want to reopen its production.”

GAME 1

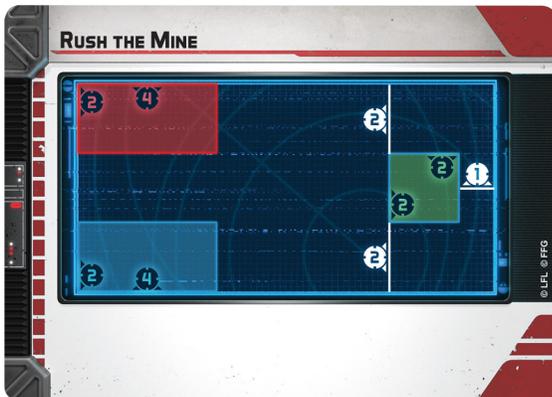
During setup of game 1, players use the setup as outlined below.

Objective: Intercept the Transmissions

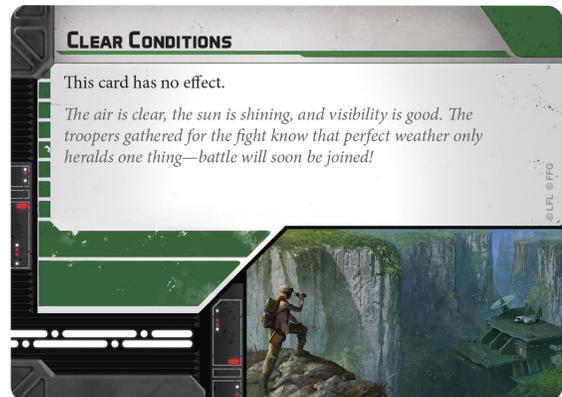
Setup: In addition to each player’s deployment area, place deployment markers as depicted by the green area on the Rush the Mine deployment card.

Victory: At the end of the game, the player who has the most unit leaders within the green deployment area gains three victory tokens. Each time a player defeats a commander, corps, or heavy unit, they gain one victory token.

Deployment: Rush the Mine



Condition: Clear Conditions



END OF GAME

If the **Red Player** wins game 1, players follow the rules for game 2a.

If the **Blue Player** wins game 1, players follow the rules for game 2b.

GAMES 2A & 2B

During setup of game 2a or 2b, players use the setup as outlined below. For game 2a and 2b, the winner of game 1 is considered the defending player, and the loser of game 1 is the attacking player.

Objective: Hold the Position!

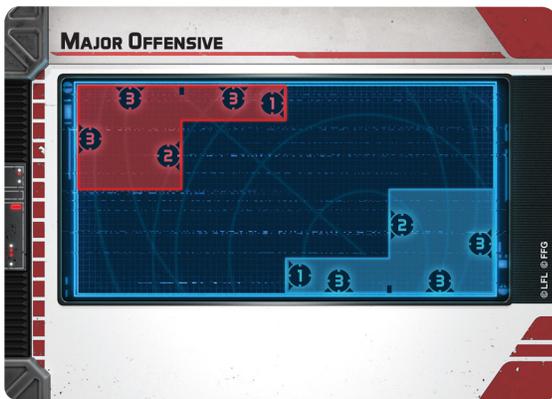
Setup: Starting with the defending player, players alternate placing objective tokens on the battlefield until they have placed three objective tokens. Each objective token must be beyond range 2 from all other objective tokens, beyond range 1 from any board edge, and beyond range 2 from the attacker's deployment zone. Players may place objective tokens in the defender's deployment zone.

Victory: At the end of each round, players gain one victory token for each unit leader that is within range 1 of an objective token.

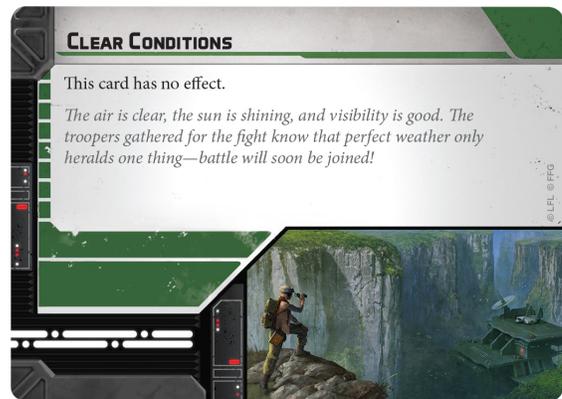
Each time a player defeats a commander, they gain 3 victory tokens.

At the end of the game, the attacking player gains 1 victory token for each unit leader they control that is in the defender's deployment zone. If both players have an equal number of victory tokens, the defending player wins.

Deployment: Major Offensive



Condition: Clear Conditions



GAME 2A

The **Red Player** takes control of the mine and is the defending player for game 2a. The **Red Player** may place four barricades before deployment. Provide the following text to the **Red Player** at the start of the game:

“Excellent work, hold this ground. Use the materials around to reinforce the area.”

The **Blue Player** is the attacking player for game 2a and chooses who has the first turn. Provide the following text to the **Blue Player** at the start of the game:

“Intelligence doesn't know what they plan on doing with the mine, but we have to get there quick!”

END OF GAME 2A

If the **Red Player** wins game 2a, players follow the rules for game 3a.

If the **Blue Player** wins game 2a, players follow the rules for game 3b.

GAME 2B

The **Red Player** is the attacking player for game 2b and chooses who has the first turn. Provide the following text to the **Red Player** at the start of the game:

“Make haste! We cannot let them take over!”

The **Blue Player** takes control of the mine and is the defending player for game 2b. The **Blue Player** gains two free copies of Long Range Comlink and may assign them to any of their eligible units. Provide the following text to the **Blue Player** at the start of the game:

“We hold the mine. Quick. Get those supplies here!”

END OF GAME 2B

If the **Red Player** wins game 2b, players follow the rules for game 3a.

If the **Blue Player** wins game 2b, players follow the rules for game 3b.



GAME 3A

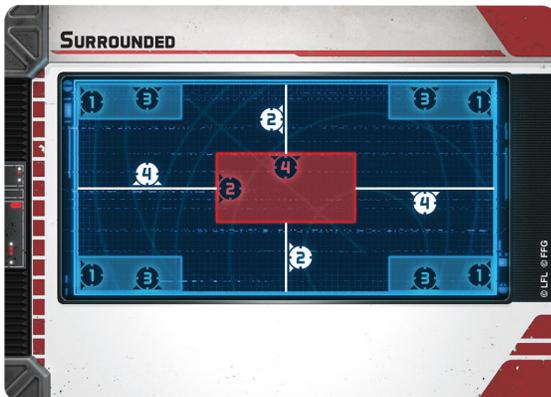
During setup of game 3a, players use the setup as outlined below.

Objective: Hold at All Costs!

Victory: The **Blue Player** gains 1 victory token for each enemy trooper unit they defeat.

At the end of the game, each player gains 2 victory tokens for each unit leader within the **Red Player**'s deployment zone. If both players have an equal number of victory tokens, the **Red Player** wins.

Deployment: Surrounded



Each of the **Red Player**'s corps units gain **Cover 1**. Provide the following text to the **Red Player** at the start of the game:

“Hold your positions! Hold the mine! Take Cover!”

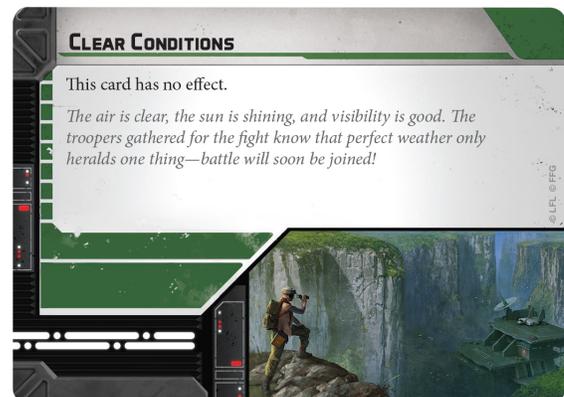
The **Blue Player** gains three free copies of Targeting Scopes and may assign them to any of their eligible units. Provide the following text to the **Blue Player** at the start of the game:

“Sergeant! We are sending some targeting scopes for your troops. Put them to good use!”

END OF GAME 3A

For their next game, players follow the rules for game 4a.

Condition: Clear Conditions



GAME 3B

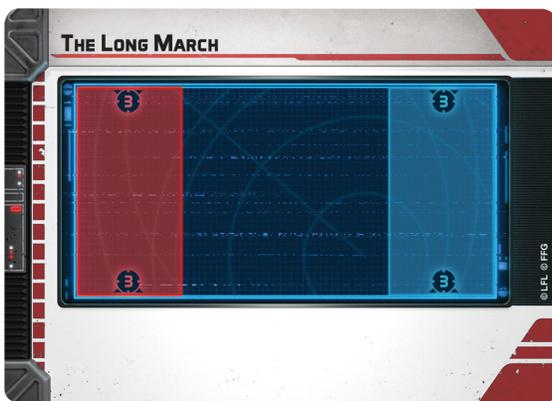
During setup of game 3b, players use the setup as outlined below.

Objective: Supply Drop

Setup: Starting with the **Blue Player**, players alternate placing objective tokens on the battlefield until they have placed five tokens. Each token must be at least range 1 from all deployment zones and range 1 from all other objective tokens.

Victory: At the end of each round, the **Red Player** gains 1 victory token for each objective token they control. At the end of the game, the **Blue Player** gains 4 victory tokens for each objective token they control. The **Red Player** gains 1 victory token for each of their unit leaders within an enemy deployment zone. If both players have an equal number of victory tokens, the **Blue Player** wins.

Deployment: The Long March



Condition: Harsh Environment



The **Red Player** ignores the effects of Hostile Environment. Each trooper unit controlled by the **Blue Player** gains (♣) **CLAIM**. Provide the following text to the **Red Player** at the start of the game:

“They are waiting for us to make the first move. They received supplies from a nearby base. This may be our last chance. We are ready.”

Each trooper unit controlled by the **Blue Player** gains (♣) **CLAIM**. Provide the following text to the **Blue Player** at the start of the game:

“It’s cold, your team did not prepare enough for these frigid temperatures. But the material you are sent to protect cannot end up in the enemies hands. Supplies have been dropped to take care of the old mine.”

END OF GAME 3B

For their next game, players follow the rules for game 4b.

GAME 4A

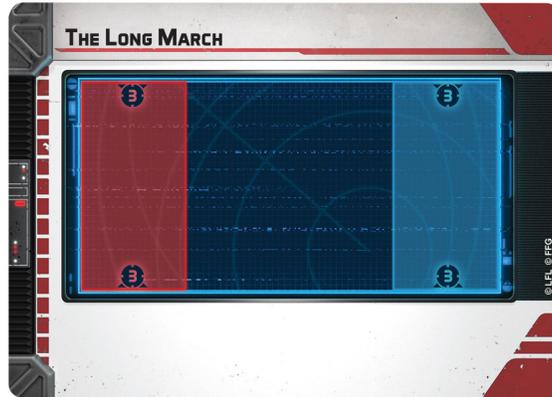
During setup of game 4a, players use the setup as outlined below.

Objective: Incoming Troops!

Victory: At the end of each round after the third round, the **Red Player** gains 2 victory tokens if there are no **Blue Player** unit leaders in their deployment zone.

At the end of the game, the **Blue Player** gains 2 victory tokens for each of their leaders—that is not a Repulsor Vehicle—within the **Red Player**'s deployment zone.

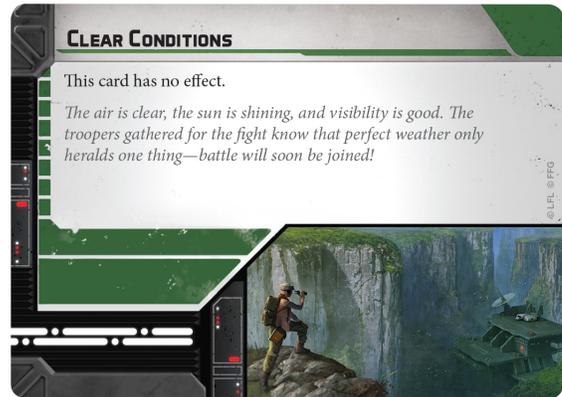
Deployment: The Long March



Condition: Rapid Reinforcements (**Red Player** Only)



Condition: Clear Conditions (**Blue Player** Only)



If the **Red Player** won game 3a, the **Blue Player** gains three free copies of Concussion Grenades and may assign them to any of their eligible units. Provide this text to the **Red Player** at the start of the game:

“Great job Commander, the mining facility is under our control! We are sending reinforcements now. Just hold it a little longer until we can get our mining vehicles ready.”

If the **Blue Player** won game 3a, the **Red Player** must set aside two non-commander trooper units, as outlined on Rapid Reinforcements. Set aside units come in during round 3 instead of round 2. When a unit controlled by the Blue Player activates, if it has a face-up order token, it may remove 1 suppression token. Provide this text to the **Blue Player** at the start of the game:

“In a last ditch effort, we have succeeded in scattering their communications. This minor victory rallied the troops, and we will push onwards to victory! If it is not too late...”



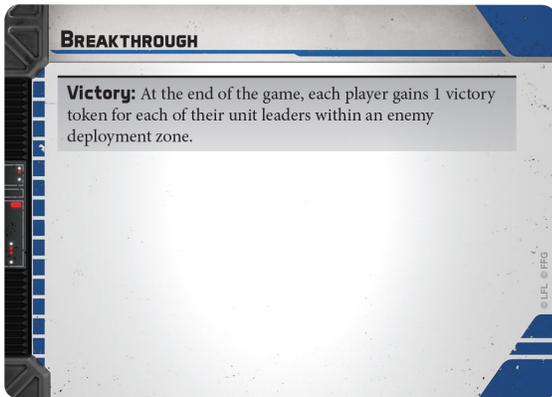
END OF GAME 4A

At the end of the game, determine the winning player and read their ending in “End of the Campaign.”

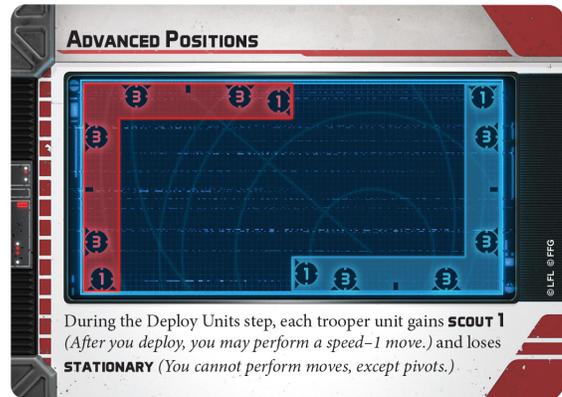
GAME 4B

During setup of game 4b, players use the setup as outlined below.

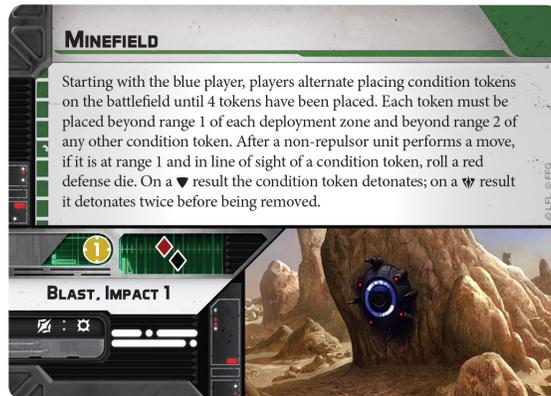
Objective: Breakthrough



Deployment: Advanced Positioning



Condition: Minefield



Demolition: Replace the first line on Minefield with the following “The Blue Player places condition tokens on the battlefield until they have placed 6 tokens.”

If the **Red Player** won game 3b, the **Red Player** may deploy reinforcements using the rules found on Rapid Reinforcements. Provide this text to the **Red Player** at the start of the game:

“We seized their complete demolition of the mining facility. We need to try and claim the mine. Wait... They appear to be doing a full retreat.”

If the **Blue Player** won game 3b, the **Blue Player** may choose to treat a defensive surge (♣) as a block (▼) when rolling to determine the effects of Minefield. Provide this text to the **Blue Player** at the start of the game:

“The demolitions are set! We need to get out of here before the whole thing blows!”

END OF GAME 4B

At the end of the game, determine the winning player and read their ending in “End of the Campaign.”

END OF THE OPERATION

Once the players have finished their fourth game, provide the following text to the players based on who won game 4a or 4b.

If the **Red Player** won game 4a:

“Mining at this facility will prove to be a great asset for our forces and our cause. Command cannot praise you enough for your bravery.”

If the **Blue Player** won game 4a:

“We have to retreat, your efforts have been valiant and won’t go unnoticed, but I am afraid there is no victory for us here. Come back to base, live to fight another day.”

If the **Red Player** won game 4b:

“We lost the mine, but we haven’t lost hope. Continue your pursuit of the enemy troops, and we will send a crew to make repairs. We cannot lose this facility.”

If the **Blue Player** won game 4b:

“This should set the enemy back, the delay will allow us more time to take control of this planet and hopefully they will see it as lost soon. Mission accomplished. Good job!”

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

Provide enough tables and terrain for all your players to play all four of their games over the course of a single day. Make sure to let your players know that this event will require a significant investment of time, likely taking all day.

Before the first round, pair players at random. Each player will play the same opponent for all four games.

If there are an odd number of players overall at the start of the event, we recommend having two players join forces, each contributing 400 points to a combined army. When making decisions during the game, each player is responsible for the units they own.

At the start of each game, once a table has finished setup, read the appropriate text before they start playing. 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. Each player will play the same opponent each week, if possible. If this is not possible, try to pair players with opposite results the prior week.

If there are an odd number of players overall at the start of the event, we recommend having two players join forces, each contributing 400 points to a combined army. When making decisions during the game, each player is responsible for the units they own.

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 all four games against their partner, allowing them to arrange times to meet at your store 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 Blue Metal achievement tracker is a great way to allow players to sign up for your event.

TRACKING ACHIEVEMENTS

Over the course of your Operation Blue Metal 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 Blue Metal 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 Blue Metal 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 a commander unit 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: At the end of the Operation, check the “Major Achievement” box next to the name of the Red Player if the players played game 4a or the “Major Achievement” box next to the name of the Blue Player if the players played game 4b.

PRIZE DISTRIBUTION

Each Recruitment or Ground Assault Kit includes prizes for multiple Operations. Please use one Operation's worth of prizes for your Gathering Forces 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 players in your event have completed all four of their games, award the remaining four elite prizes as outlined below.

SINGLE DAY EVENT

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.

MATCHED LEAGUE & 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 Blue Metal 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 Blue Metal event went! After your event is complete, please fill out the report form online at [FantasyFlightGames.com/Star-Wars-Reporting](https://www.fantasyflightgames.com/Star-Wars-Reporting). While we encourage you to provide us with as much information as possible, you will be asked to submit your event's location and date, and the number of attendees. Other useful information is quotes and feedback from your players, as well as army lists and faction info.

