

OPERATION SILENT HAIL EVENT OUTLINE

Operation Silent Hail 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 Silent Hail 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:

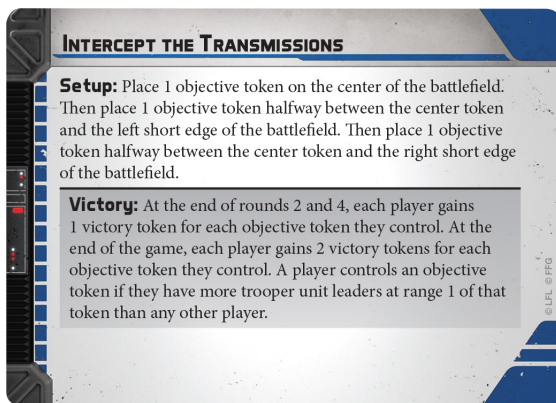
Red Player: *“Your original evacuation has been sabotaged and you must find another way home. You and your troops have lost all communications with your base and it is up to your troops to radio in for reinforcements. An old radio transmitter stands not far from here. Communication must be made at all costs...”*

Blue Player: *“You have them now! Alert your troops to surround the enemy. It is clear that they intend to communicate with their base, what they don’t know is that you were expecting them.”*

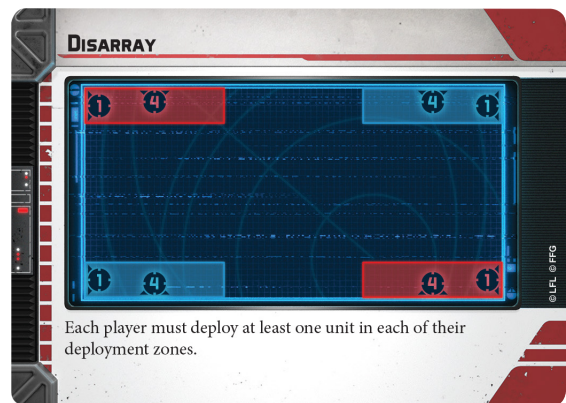
GAME 1

During setup of game 1, players use the battle cards as shown below.

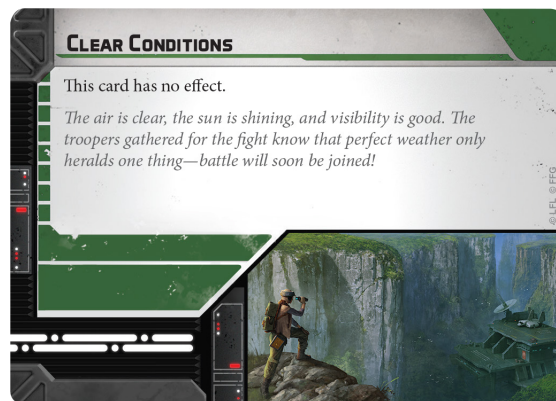
Objective: Intercept the Transmissions



Deployment: Disarray



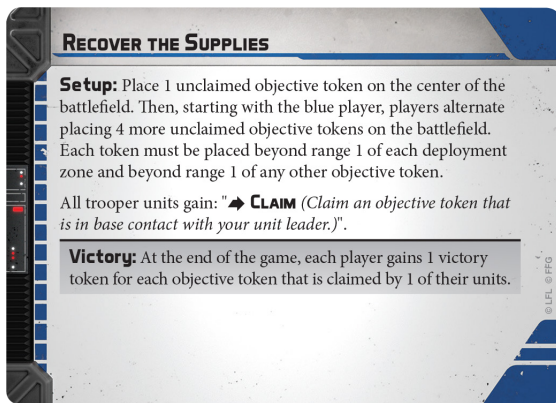
Condition: Clear Conditions



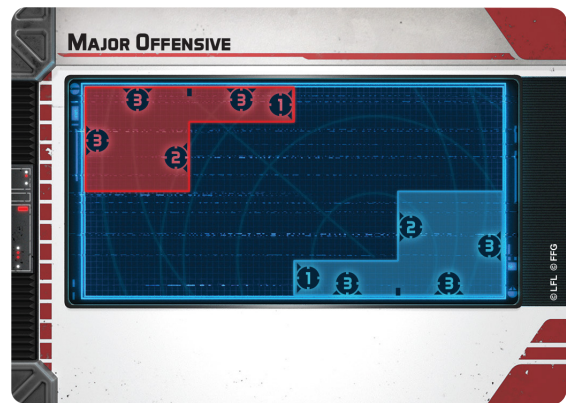
GAME 2

During setup of game 2, players use the battle cards as shown below.

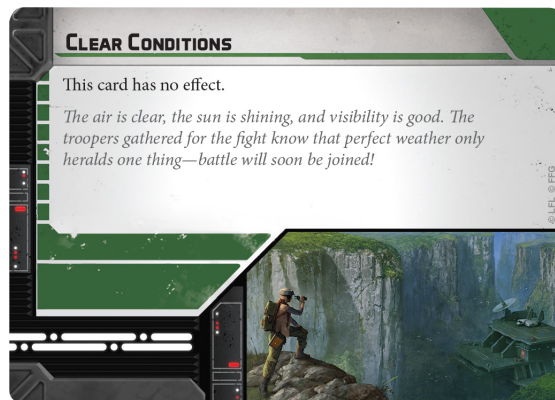
Objective: Recover the Supplies



Deployment: Major Offensive



Condition: Clear Conditions



If the **Red Player** won game 1, provide this text to the players at the start of game 2:

"We hear you, loud and clear! We can drop supplies but have no ground forces to assist you."

While a unit is performing an attack, if its unit leader is at range 1 of an objective, that unit may reroll 1 attack die showing a blank result.

If the **Blue Player** won game 1, provide this text to the players at the start of game 2:

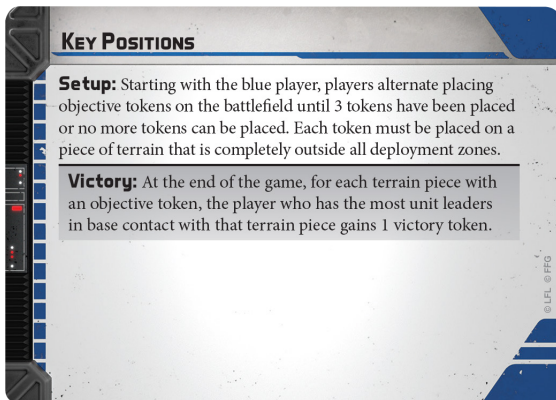
"Their communications went through but you were able to seize any calls for help. All the call alerted them was where they were but the enemy knows nothing about who is there."

After objective tokens have been placed, assign each objective token a number from 1 to 3, with no duplicates. At the start of each game round, starting with round 3, determine a number from 1 to 3 at random. For each unit at range 1 of the corresponding objective token, roll one red attack die. On a hit or critical result, that unit suffers 1 wound and gains 1 suppression token. On any other result, that unit gains 1 suppression token.

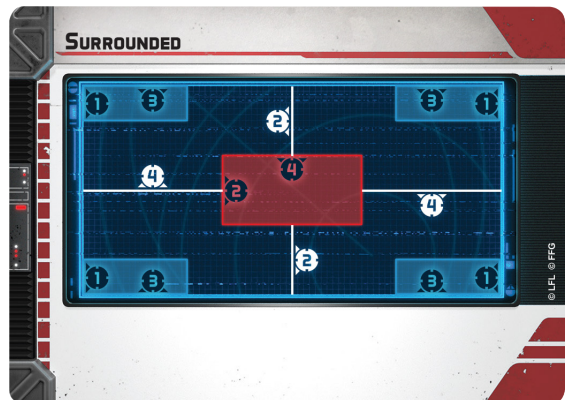
GAME 3

During setup of game 3, players use the battle cards as shown below.

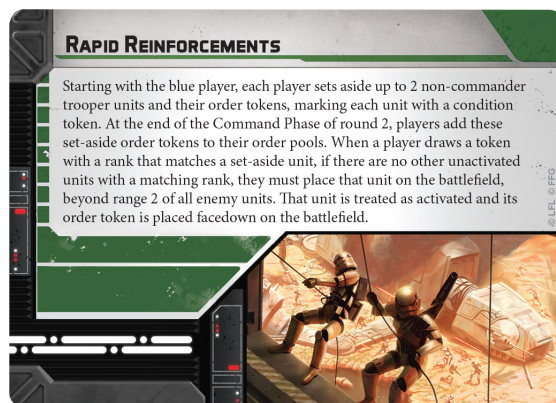
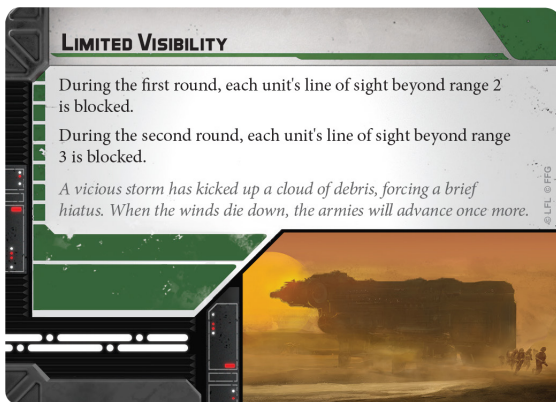
Objective: Key Positions



Deployment: Surrounded



Condition: *See below*



If the **Red Player** won game 2, provide this text to the players at the start of game 3:

“The previous day has left the enemy in disarray, but they have you surrounded. You know you must strike soon and using the elements will make all the difference.”

The **Red Player** chooses either Limited Visibility or Hostile Environment as the condition for this game.

If the **Blue Player** won game 2, provide this text to the players at the start of game 3:

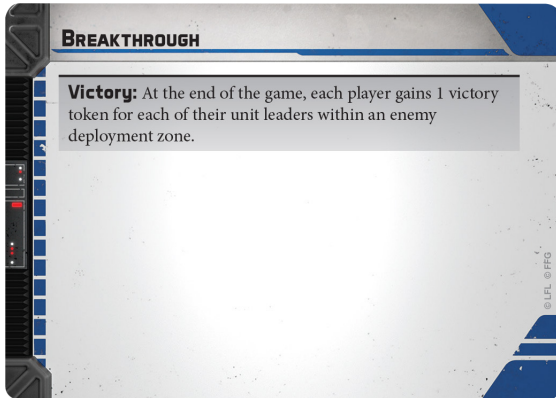
“The continuous assault has pushed the enemy troops to the edge. You have them surrounded and the Commanding Officer has sent reinforcements to your aid. However, they appear to also have some help.”

Use the Rapid Reinforcements condition this game.

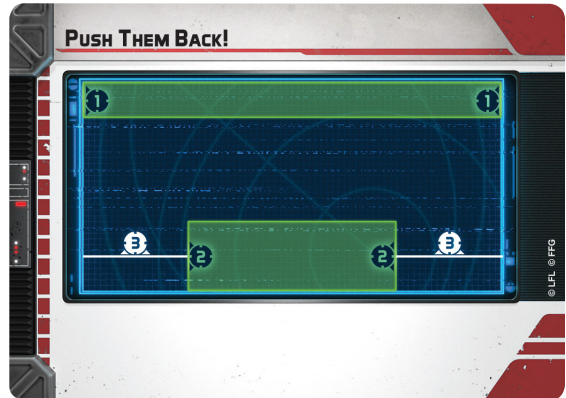
GAME 4

During setup of game 4, players use the battle cards as shown below.

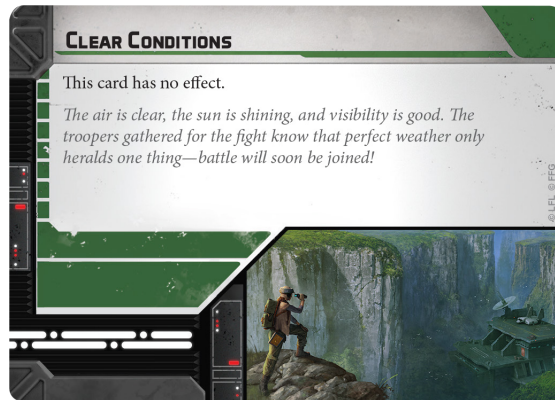
Objective: Breakthrough



Deployment: Push Them Back!



Condition: Clear Conditions



If the **Red Player** won game 3, provide this text to the players at the start of game 4:

“The opportunity has presented itself. Muster all of your might and take out as many of their troops as you can. We will get you out of there.”

The **Red Player** may choose their deployment zone first and has the first turn. Whenever a player defeats a trooper unit, they gain 1 additional victory token.

If the **Blue Player** won game 3, provide this text to the players at the start of game 4:

“Quickly stop them! Concentrate on their leader and surely the rest will fall!”

The **Blue Player** may choose their deployment zone first and has the first turn. When a player defeats a commander unit, they gain 1 additional victory token.

CONCLUSION

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

If the **Red Player** won:

“A successful evacuation means your team can live to fight another day. A debrief of the mission showcases you and your squadrons achievements.”

If the **Blue Player** won:

“You were able to stop the enemy in their tracks. The battle is over and the victory has reached high in command. Now, larger challenges await your forces.”

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 most of the 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 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 Silent Hail achievement tracker is a great way to allow players to sign up for your event.

TRACKING ACHIEVEMENTS

Over the course of your Operation Silent Hail 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 Silent Hail 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 Silent Hail 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 an entire corps 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 player who won more games. If both players won the same number of games, check the box next to both of their names.

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, based on the style of event.

SINGLE DAY EVENT

Award the four remaining elite prizes to random players using the achievement tracker (see “Achievement Tracker Prizes” on page 8). When awarding the remaining elite prizes, ensure that no more than one copy goes to the same player.

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 Silent Hail 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 Silent Hail 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 asked 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.

