Operation Deep Jungle is a Raid event that concentrates on a player's units and how they grow—through upgrades, abilities, and even fatigue—over the course of the event. Follow the instructions below in order to fulfill player expectations.

Participant Requirements

Operation Deep Jungle 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.

Raid Info

A Raid 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 a starting army with a maximum of 300 points and must include the following units:

- 0-1 Commander unit
- 1-3 Corps units
- 1-2 Special Forces units
- 0-1 Operative unit

After each game, players have the chance to update their units for future games according to the rules provided for each game. Players may move upgrades between eligible units after each game. We recommend using the Raid Army List on our website to keep track of armies: FantasyFlightGames.com/SWLegion.

Each round is 75 minutes long.

Game 1: Weapon Facility

Provide the following text to your players at the start of the game:

"We found an abandon weapon facility, have you and your troops scout it out, we will send reinforcements."

"xrrt - Movement detected - xxrrrt"

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

Objective: Weapon Manufacturing Facility

Setup: Starting with the Blue Player, players alternate placing objective tokens on the battlefield until they have placed three tokens total. Players cannot place tokens within a deployment zone and must place each token at least range 1 from all other objective tokens.
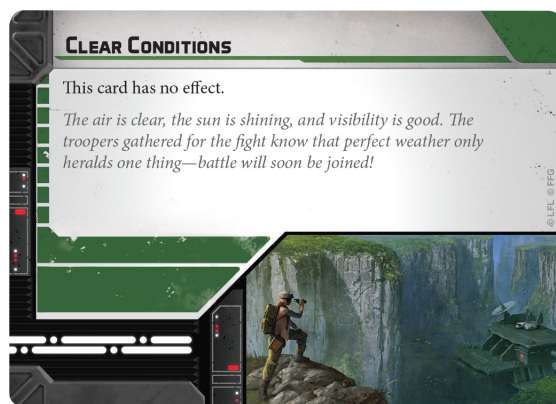
All trooper units gain: " ➥ CLAIM (*Claim an objective token that is in base contact with your unit leader.*)."

Victory: At the end of the game, each player scores victory tokens equal to the number of their opponent's defeated units.

Deployment: Weapon Facility

Condition: Clear Conditions

CLEAR CONDITIONS

This card has no effect.

The air is clear, the sun is shining, and visibility is good. The troopers gathered for the fight know that perfect weather only heralds one thing—battle will soon be joined!

End of Game 1

After the game ends, each player may make a combat expertise roll for each objective token they claimed during the game. To make a combat expertise roll, a player rolls three white defense dice. After each roll, the player matches the symbols with the chart below to add upgrades to any of their units.

If a player did not claim an objective token, they may make one combat expertise roll.

In addition, the player with the most victory tokens may change one of their white defense dice to a red defense die during each roll. If both players have the same number of victory tokens, they both may change one of their white defense dice to a red defense die.

Any upgrade gained through the combat experience chart is in addition to any upgrades a unit already has, and a unit may gain duplicate upgrades via this method. For example, a player that gains a free personnel upgrade may add an additional figure to a unit that has already taken a personnel upgrade.

0 ▼ and/or ⚔	1 ▼ and/or ⚔	2-3 ▼ and/or ⚔
Add a free gear upgrade equal to 10 points or less to one of your eligible units	Add a free personnel upgrade to one of your eligible units	Add a free heavy weapon upgrade to one of your eligible corps units

Game 2: In Deep

"The Weapon Facility has been cleared out, but the enemy is hot on our trail! We need to evacuate NOW. We have to cross through the forest and get to the Landing Zone! Hurry!"

The player with the fewest army points in their force is the Blue Player. (This includes points earned from combat experience upgrades.)
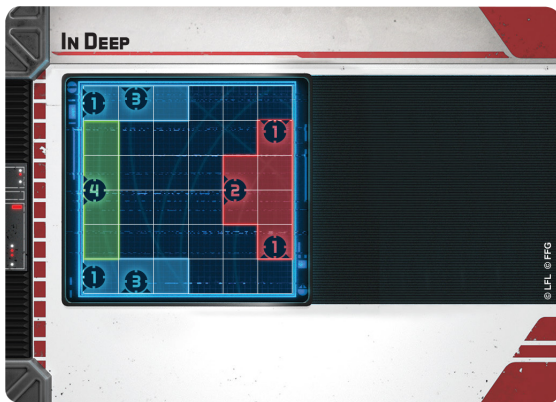
This game ends after round 5.

Objective: Charge!
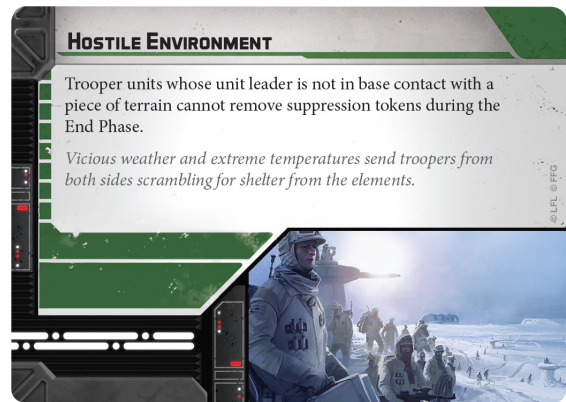
The Red Player must get their units to the green zone.

Victory: The Blue Player scores 1 victory token for each enemy unit defeated.

After the fifth round, the Red Player scores 3 victory tokens for each unit in the green zone.

Deployment: In Deep	**Condition:** Hostile Environment

End of Game 2

After the game ends, the player with the fewest victory tokens may add a free corps unit or special forces unit to their army.

After the game ends, the player with the most victory tokens may roll three white defense dice and consult the chart below.

| 0 ▽ and/or ❖	1 ▽ and/or ❖	2-3 ▽ and/or ❖
Add a free corps or special forces unit	Add a free corps or special forces unit with a personnel upgrade	Add a free corps or special forces unit with a weapon upgrade

Game 3: Uprooted

"Oh No! They have taken the drop zone!"

The player with the fewest army points in their force is the Blue Player. (This includes points earned from combat experience upgrades.)
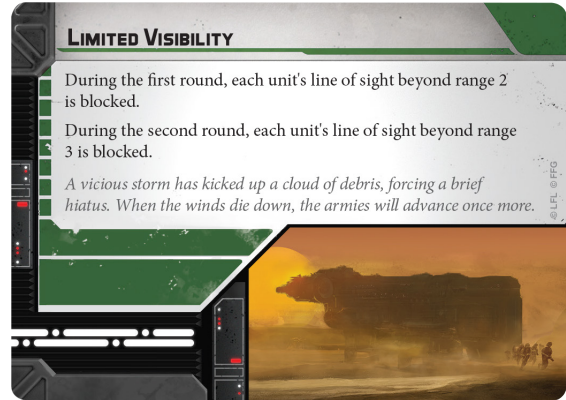
Objective: Drop Zone

Victory: Each player scores 1 victory token for each enemy unit defeated.

Deployment: Uprooted
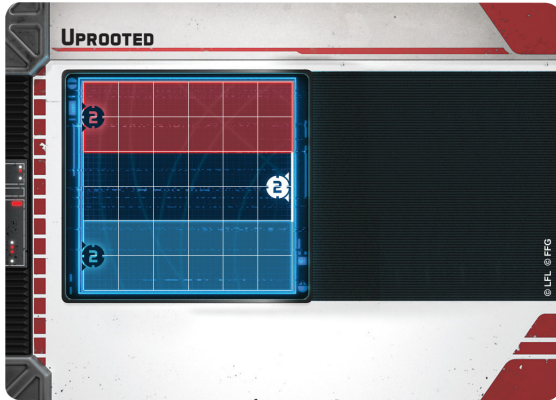
Condition: Limited Visibility

End of Game 3

Each corps unit that was not destroyed during this game may add one personnel upgrade. (This does not count as taking a personnel upgrade.)

After the game ends, each Player may spend victory tokens to upgrade their units using the chart below.

| 1 Victory Token	2 Victory Tokens	3 Victory Tokens
Add a free gear or grenades upgrade	Add a free command or operative upgrade	Add a free heavy weapon upgrade

Game 4: Full Assault

"OPEN FIRE!"

The player with the fewest army points in their force is the Blue Player. (This includes points earned from combat experience upgrades.)
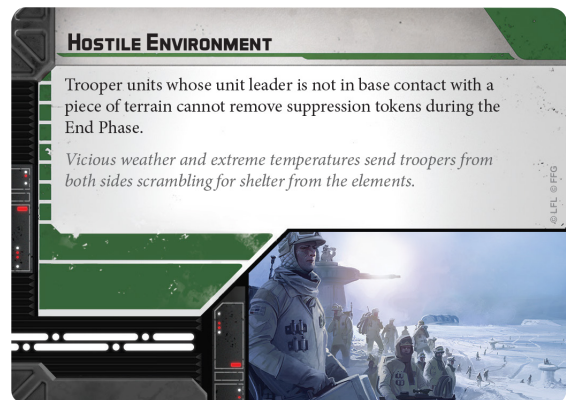
Objective: Open Fire

Setup: Starting with the Blue Player, each player may place two barricades within their deployment zone before placing units.

Victory: Each player scores 1 victory token for each enemy unit defeated.

Deployment: Full Assault
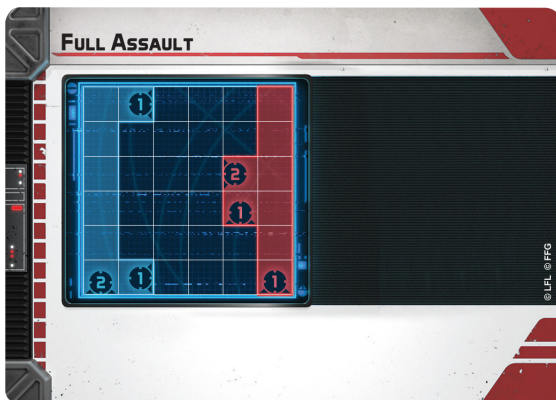
Condition: Clear Conditions

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 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.

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 Deep Jungle achievement tracker is a great way to allow players to sign up for your event.

Tracking Achievements

Over the course of your Operation Deep Jungle 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 Deep Jungle 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 Deep Jungle 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 adds a free heavy weapon upgrade to a unit after one of their games, 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: Ask players to write down the number of victory tokens they earn each game on their Raid Army List. At the end of the Operation, check the "Major Achievement" box next to the name of each player that earned 12 or more victory tokens over the course of the Operation.

Prize Distribution

Each Recruitment or Ground Assault Kit includes prizes for multiple Operations. Please use one Operation's worth of prizes for your Deep Jungle 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 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 Deep Jungle 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 commander 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 Deep Jungle 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, and the number of attendees. Other useful information is quotes and feedback from your players, as well as army lists and faction info.

Fantasy Flight Games and the FFG logo are ® of Fantasy Flight Games.

7