

STAR WARS
**IMPERIAL
ASSAULT**

**Sutherland Shire Gamers is proud to present their first ever
'Star Wars Imperial Assault Skirmish day'.**

Format: Swiss-style four round tournament

Venue: Sylvania Heights Community and Youth Club, Box Road Sylvania

Date and time: 2 May 2021, 9:30am-3:30pm

Registration: <http://www.sutherlandshiregamers.org/>

Cost: \$20



Rules and further information

Round Timings

9:30-10:00	Registration and player meeting
10:00-11:00	Round 1
11:15-12:15	Round 2
12:15-1:00	Lunch Break
1:00-2:00	Round 3
2:15-3:15	Round 4
3:15-3:30	Announcement of winners

Map details

Each round will take place on a pre-setup map, alleviating the need for set-up and set-down time. Players will still roll off to determine which mission is played on their allocated map, and will also need any tokens necessary for their map (i.e doors, crates, mission tokens etc). Maps will be determined closer to the date based on player numbers.

Rules and rules disputes

All current rules and FAQ documents are available from FFG's website. In the event of a rules dispute, players call a judge and their ruling is final.

Prizes

Whilst FFG no longer support organised play, scum and villainy contacts have managed to 'acquire' an old Tournament Pack, so a card or two for all and some shiny plastic tokens for the top two players.

The Golden Rule

Imperial Assault is the best damn skirmish game based on an awesome IP. That being the case, remember the golden rule of gaming – have fun!

“Hokey religions and ancient weapons are no match for a good blaster at your side, kid.” — Han Solo

