

# 2026 MOAB SW LEGION

## “CHAOS THEORY”

Updated 14/6/26



### **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 2026 Star Wars Legion Tournament is a 2 day, 5 round, 30 player capped event held at Sylvania Heights Community and Youth Club on 3<sup>rd</sup> & 4<sup>th</sup> October 2026.

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	<a href="mailto:draaggh@gmail.com">draaggh@gmail.com</a>
Matt James - Head Consular	<a href="mailto:shasla_9@hotmail.com">shasla_9@hotmail.com</a>
David Rea - Ticketing Coordinator	Preferably message me on FB or Messenger

## Registration:

Players wishing to participate should buy their tickets on the MOAB 2026 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:

<https://www.sutherlandshiregamers.org/moab/>

## Lists:

Players must submit their list in the Longshanks tournament software as a JSON file (with command hand and battle plan) by Wednesday, 30<sup>th</sup> September, 5pm AEST. You should contact the TO if you are unable to submit your list in Longshanks, be aware that you must "have given if all".

Tabletop Admiral is the preferred list builder.

The event will be the standard 1 000pt size tournament. Players must adhere to all list construction rules.

Any rules changes, new releases, points updates that occur on or before Saturday 26th September will be used for the tournament. Any updates after then will not be used unless announced in a further players pack or event post.

This players pack will be updated for the Separatists Leaders closer to their release dates in September/October 2026.

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

Lists will be made public on Friday 2nd October (without command card hand)

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

## Time Schedule

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

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

### 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 2026 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 1 000pt 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.

Cards must be brought (or a reasonable facsimile for newly issued unit & card updates), 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, players not meeting this requirement will be excluded from “Best Sports” Prize Pool.

Painted armies will be encouraged with an opt in painting competition

**Best In Faction****Prizes and Giveaways:**

As in the 2025 Chaos Theory, a best in faction prize will be awarded being an engraved glass stein. The winner for each faction will be based on 75% Battle Score, 15% Painting Score and 10% Sports Score.

Relevant Factions are Empire, Other Mercenary, Mandalorian Mercenary, Rebel, Republic & Separatists.

**Prizes**

These are in progress, and will consist of :-

- 1) Perpetual trophy for 1<sup>st</sup> and 2<sup>nd</sup>, and a take home stl. miniature
- 2) Printed POI and/or Scoreboards printed stls for first 8 placings
- 3) AMG store tournament organisers kit prizes
- 4) Etched beer mugs for Best in Faction and Best Sports

**Relevant links ( ):**

Event Facebook Link (for updates)

Find me on Messenger – David Rea – to be added to the event messenger (SW Legion MOAB 2026) group

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/>

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### **Social Media:**

Keep up to date through any of the following pages

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>

SW Legion GT Chaos Theory MOAB 2026 – Event Page  
<https://www.facebook.com/share/176dVoUWjH/>