

Why Chess Clocks?

Chess clocks are compulsory for all games at the 2024 MOAB SW Legion tournament for the following reasons:

- Use of chess clocks ensures that players complete all 6 turns of a game designed to be played for 6 turns
- As a player is on the clock while thinking, checking line of sight or taking a short break there can be no accusations of slow play as it is your time to use how you would like
- As this is an invitational tournament all players are expected to have a minimum level of understanding of the ruleset so there should be minimal downtime outside of the above
- With greater control of round times this helps make the whole event run to time so we can get on the beers on time

How to Use the Chess Clock



(Re)Arming the Clock:

1. Turn on the clock, the display will appear above with the dot next to basic flashing
2. Press the stopwatch button twice - the hours for the left clock will now flash
3. Using the up/down arrows to adjust time and the play/pause button to move from left to right, set the time to 1 hour and 15 minutes on the left clock
4. Once the left clock reads 1 hour and 15 minutes press the stopwatch button once
5. The clock should now show a small 000 in the top right of each clock, if so the clock is now armed
6. Press the play/pause button to start the clock

To rearm the clock first pause the clock and then press and hold the stopwatch for 5 seconds, either go back to step 2 if adjusting the time on the clock (after a player times out) or skip to step 4.

To pass the clock, press the white bar on your side; to pause and unpause, press the play/pause button once (note when resuming the clock the clock with the white bar in an 'up' position will be on the clock so adjust as needed). The up/down buttons have no function.

Chess Clock Rules

For the purposes of this document, the term **on the clock** will be used to indicate which player is currently using time from their clock.

The usage of the phrase *pass time* indicates that the other player is now **on the clock**.

Before the game starts, each player's chess clock should be set to **75 minutes**.

Should a player's time run out, all remaining time allotted to their opponent shall be allowed. Since the clock freezes/beeps when out of time call a Judge to rearm the clock with appropriate amount of time for the relevant player, then continue as normal except:

- The timed-out player continues activating units as normal, but must skip *Step 3 Perform Actions* of each activation (perform the rally step and then panic or pass as needed)
- In addition, during the Command Phase, the timed-out player must play the Standing Orders command card and may issue only the single order allotted by that card.

At the head judge's discretion, time may be added to one or both players' clock during a game.

As a general rule, both players are responsible for maintaining the state of all game clocks.

The sections below describe how the clocks should be used in each phase of the game:

Turn Zero

After determining Blue and Red player and defining cover, players should quickly select a table edge and shuffle and deal the battle deck.

Once the battle deck is dealt the Blue player is **on the clock** until they either pass or eliminate one of the leftmost battle deck cards. After each player has had two opportunities to eliminate a card the clock is paused while objectives, conditions and deployment zones are resolved and set up.

Once ready, Blue player is **on the clock** to begin deployment.

Command Phase

During the Command Phase, both clocks are paused until the first command card has been selected. When the first player commits to a command card, the other player is immediately **on the clock** until they also commit to a command card.

Players may pause both clocks while determining which player has priority.

While issuing orders, that player must be **on the clock**.

Activation Phase

During the Activation Phase, the player currently activating a unit is **on the clock**. After a unit's activation is complete and the command token has been flipped face-down, that unit's owner *passes time* to the other player.

Legion is naturally a back-and-forth game. Players are often required to perform some acts or make decisions (roll dice, spend dodge tokens, etc.) during their opponent's activation. Generally, the clock should be passed to the non-activating player only if they are taking considerable time for these effects or decisions.

End Phase

During the End Phase, both players' clocks should be paused. As soon as tokens are cleaned up and the round counter has been advanced, proceed to the next Command Phase.

Addenda

Addendum 1: "Locked In"

An advantage to chess clocks is a clear delineation of decision. Once a player has passed time, they have "locked in" all decisions, including unit cohesion, leading up to that moment.

For example, suppose a player moves and then takes a dodge action with a unit. If they then pass time, they have closed the window for any additional actions/decisions. They can no longer decide that instead they would prefer to standby, instead of dodge. Nor can they use a free action for which they missed the trigger.

Addendum 2: "Triggers and Interrupts"

If a player has an effect that interrupts their opponent's activation (such as spending a standby token, detonating a charge token, triggering Jyn's *Rebellious* command card, etc.) that player should pass the clock to themselves as an indication that they wish to consider resolving a triggered effect. The clock should be passed back to the active player to finish their activation after the effect has either A) been resolved or B) declined to resolve.

It is not a player's responsibility to remind their opponent to consider an interrupt effect, but they should avoid rushing through their turn to force a missed opportunity. Likewise, the player with the interrupting effect should notify their opponent within a reasonable timeframe of the triggering event.

Reminder: players should not fast-play as a means to force missed opportunities for their opponent. This may result in unsportsmanship penalties.

Addendum 3: "Line of Sight"

During line of sight calls, the player who is actively making the check should be **on the clock**. E.g., while an attacking player is checking line of sight for legal attacks, they should be **on the clock**. If the defending player wishes to verify line of sight afterward, time should be passed to that player during the check.

Addendum 4: “Judge Calls”

Players may pause both clocks while waiting for a judge. Using this as a way to pause the clock to check routine line of sight calls can be grounds for a warning and/or reduction of clock time.

Example Scenario:

[COLOR] indicates which player is on the clock during that step.

[NONE] Turn 2 begins, neither player is **on the clock**.

[NONE] Red Player selects his command card and places it facedown on the table, *passes time* to Blue. (Red’s command card cannot be changed after passing time.)

[BLUE] Blue Player selects his command card, then *pauses the clocks*.

[NONE] Players determine who has priority this round.

[RED] Red wins priority and issues orders, *passes time* to Blue.

[BLUE] Blue issues orders, *passes time* to Red.

[RED] Red activates their first unit, moves and attacks. Players proceed through all steps of the attack.

[RED] Red flips their command token and *passes time* to Blue.

[BLUE] Blue activates a unit, aims and standbys, *passes time* to Red.

[RED] Red activates a unit, moves into standby range, Blue takes the clock to spend their standby.

[BLUE] Blue decides whether or not to spend the standby.

[BLUE] Blue spends the standby and attacks Red’s unit. Players proceed through the steps of the attack, then *pass time* to Red.

[RED] Red continues their activation, attacking Blue’s unit ...