STAR WARS: Legion Doubles

AdeptiCon reserves the right to modify, update, clarify, or change event rules in the interest of making AdeptiCon the best event possible. This packet was last updated on 3/13/24.

Event Summary

Saturday, March 23rd, 2024 & Sunday, March 24th, 2024
Renaissance Schaumburg Convention Center Hotel, Exploration Hall
Schaumburg, IL

This event is open to players who have registered and have a valid AdeptiCon badge.

Format

The Saturday and Sunday events are different events but follow the same format.

Game Uplink will be used to run the tournament, please sign up here:
Doubles Saturday: https://legion.gameuplink.com/events/star-wars-legion-doubles-2024-saturday/
Doubles Sunday: https://legion.gameuplink.com/events/star-wars-legion-doubles-2024-sunday/

This tournament structure will be two (2) rounds of Swiss with each round lasting 135 minutes. If a game has not concluded when the time for a tournament round runs out, the players finish the current game round or within 15 minutes.

ARMY BUILDING
For the Doubles Event, each player will bring a 600-point list with the following restrictions:

Standard Army

- 1 Commander
- 0-1 Operatives
- 2-5 Corps
- 0-2 Special Forces
- 0-2 Support
- 0-1 Heavy

Shadow Collective

- 1-3 Commander & Operatives (Minimum 1 Commander)
- 2-5 Corps
- 0-2 Special Forces
- 0-3 Support
- 0-1 Heavy

501st Legion

- 1-2 Commander
- 1-5 Corps
- 0-4 Special Forces
- 0-2 Support
- 0-1 Heavy

Echo Base Defenders

- 3 Commander or Operatives
(Minimum 1 Commander)
- 2-5 Corps
- 0-2 Support
- 0-1 Heavy

Blizzard Force

- 1-2 Commander & Operatives
(Minimum 1 Commander)
- 2-5 Corps
- 0-3 Support
- 0-1 Heavy

Separatist Invasion

- 1 Commander
- 0-1 Operatives
- 2-7 Corps
- 0-2 Support
- 0-1 Heavy

Imperial Remnant

- 1 Commander
- 0-1 Operatives
- 2-5 Corps
- 0-2 Special Forces
- 0-1 Support
- 0-1 Heavy

Tempest Force

- 1 Commander
- 1-3 Corps
- 1-4 Special Forces
- 0-2 Support
- 0-2 Heavy

Bright Tree Village

- 1-4 Commander & Operatives
(Minimum 1 Commander)
- 2-6 Corps
- 0-3 Special Forces
- 0-1 Heavy

Wookie Defenders

- 1 Commander
- 2-6 Corps
- 0-2 Special Forces
- 0-3 Support
- 0-1 Heavy

Each team member will then combine their lists to make one final list. The lists must originate from the same faction. Each player's list cannot be more than 600 points. Each player needs their own command hand. The players do not need a Battle Deck - the missions will be chosen for you!

One team comprises the Blue and Green players, while the other comprises the Red and Yellow players. When deploying, teams should alternate placing units on the battlefield. When a team deploys a unit, the teammates decide amongst themselves which teammate will deploy one of their units.

DURING THE COMMAND PHASE

The player whose command card has the fewest pips has priority and will activate first during the Activation Phase. If two players on the same team are tied for the fewest pips, they choose which teammate has priority and will activate one of their units first during the Activation Phase.

If two players on opposite teams are tied for the fewest, each team adds the pips on their command cards together and the tied player whose team has the fewest combined pips has priority and will activate one of their units first during the Activation Phase. (If both teams are tied for combined pips, resolve as described in the rules reference document.) Players can issue orders to their own units and to their teammate's units. However, each player's order pool is separate from their teammate's order pool.

DURING THE ACTIVATION PHASE

The player with priority (as determined in the Command Phase) activates one of their units first. Then, activation alternates between teams (starting with the team whose player did not activate a unit first in the current round).

When a team activates a unit, the teammates decide amongst themselves which teammate will activate one of their units, either drawing an order token from that player's order pool or activating one of that player's units that has a faceup order token.

Teams continue alternating activating units until all units have been activated. One team may activate multiple units in a row if the opposing team no longer has unactivated units.
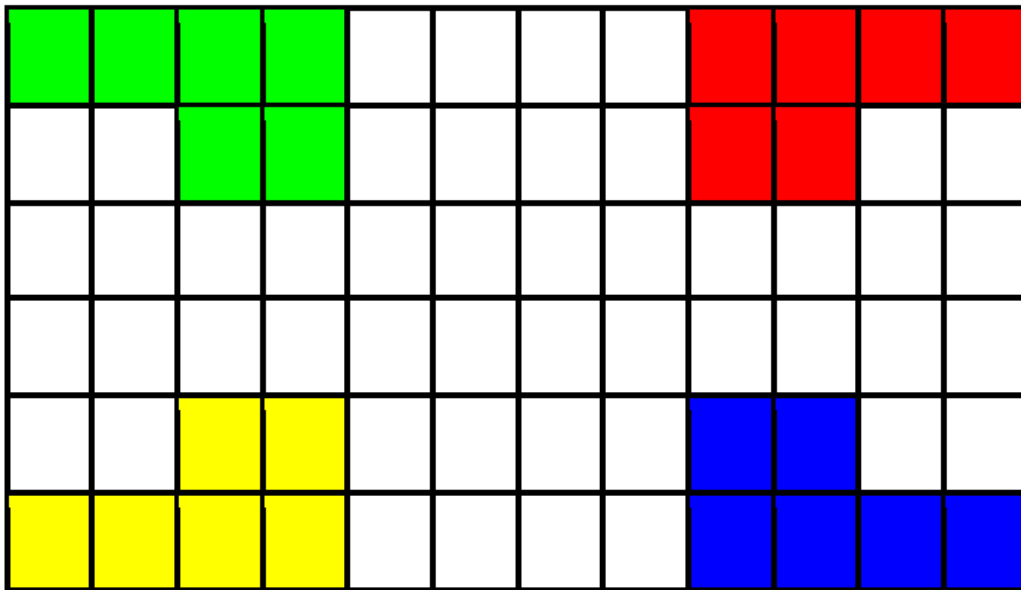
ADDITIONAL RULES

A player's teammate's units are considered friendly units for all game and card effects, including the effects on command cards. However, a player can only activate their own units when drawing order tokens from their order pool. When a unit checks for panic, it may use the courage value of any friendly commander at range 3.

Mission Cards Round 1: Slice the Planet!

BELLIGERENT INHABITANTS

During the end phase, each unit that is in base contact with a terrain piece cannot remove suppression tokens. In addition, during each unit's rally step, if any model in the unit is in base contact with a piece of terrain, it rolls one fewer die (to a minimum of one) to remove suppression.

"The Empires doctrine of native suppression, enslavement, and eradication often lead to a hostile environment for the Empire and its enemies."

Set up

One objective token is placed in the center of the table and 3 suppression tokens are placed on it. Then each player (Blue, then Red, Green, Yellow) places 1 objective token on the table beyond range 1 of deployment zones and any other objective token and places 5 suppression tokens on it.

Non-creature troopers gain → Slice

If you are in base contact with an objective token, roll an attack die (Red for Commanders and Operatives, Black for Special Forces, White for Corps). On a Hit or Crit, you remove a suppression token from the objective.

Then, if the objective token has no suppression tokens on it and the result is a Crit, you may claim 1 victory token and place it on your unit card. You gain Surge:Critfor this roll if you have less suppression tokens than your natural Courage value.

Support and Heavy units gain → Jam

Target 1 objective token at range 1 and in line of sight. Roll 2 defense Dice (Red for Heavy, White for Support). For each block add 1 suppression token to the objective token. You gain Surge: Block for this roll if you have less suppression tokens than your natural Courage value or have a vehicle damage token.

Scoring

At game end each surviving unit leader scores 1 VP per victory token on its unit card. Defeated units do not count gained victory tokens.

Mission Cards Round 2: Watch the Skies!

ORBITAL DEBRIS

At the start of Round 2, and every subsequent round, and starting with the blue player, each player places 1 condition token and rolls 1 red defense die, setting it on top of the token. At the end of each round, each condition token detonates. The attack gains the following keyword depending on the symbol on top of the token. ▼=Impact 3 , ⊛= Suppressive , Blank= Blast. After the attack remove the token.

"As the battle raged in orbit over countless planets, the metal hulks of ships on both side of the war came crashing down on the heads of the ground combatants."

Set Up

All trooper units gain Scout 2. If a unit already has Scout X it gains Cache: Dodge 2.

Starting with the blue player and alternating Blue, Red, Green, Yellow, then reversing order Yellow, Green, Red, Blue. Each player will place 1 objective token on the table outside range 1 of a friendly deployment and range 1 of any other token, for a total of 8 tokens placed.

Non-creature, non-emplacement trooper units gain → Secure

If you are in base contact with an objective token, remove it from the table and score 1 victory point. At the end of the round, any objective tokens are flipped back onto the board by the opposing team.

You flip tokens by flipping tokens with 1 hand, thumb and index finger from beyond 2 feet away from the table (range 4). If the token lands on a mini that mini is displaced. If the token lands in an illegal place (deployment zone, on a unit that cannot be displaced, or within range of another token) the other team gets to move it to the closest legal place.

Scoring

Each victory token scored is worth 1 VP

Schedule

Saturday Event:

Check-in	9:00am
Round 1	10:00am
Break	
Round 2	1:30pm
Awards	4:00pm
AdeptiCup	6:30pm

Sunday Event:

Check-in	8:00am
Round 1	9:00am
Break	
Round 2	12:30pm
Awards	3:00pm

Resources

This event will allow the use of all Star Wars Legion expansions available and fully released. Likewise, it will use the current Star Wars Legion Core Rulebook, FAQ, clarification, and errata, which can be found on the AMG Forums. All rulings made at this event are final and any disputes will be settled on-site. If you would like to provide feedback, you can contact op@atomicmassgames.com.

Player Materials

Players must bring at least 1 printed copy of their list. This copy is to allow your opponent easy unit and upgrade reference. No online list is required.

Players should have all the materials needed to play Star Wars: Legion. This includes tokens, range rulers, movement tools, painted miniatures, cards, etc. Determining the legality of any accessories is the TO's responsibility. Players must follow the miniatures policy in the Galactic Conquest document. All decisions rest with the TO and the decisions of the TO are final, review the Galactic Conquest Event Rules for additional details.