

Star Wars Legion Grand Tournament

CHAMPIONSHIP OPEN

Player Pack FINAL as of 07-05-2025



CANADIAN TABLETOP CHAMPIONSHIP

This event will take place on Saturday and Sunday 23-25 May 2025 at the Rideau Curling Club located at 715 Cooper St, Ottawa, ON K1R 5J5

Pre-Registration. Is at the venue Friday 23 May between 1900-2200h for badge pick-up and side events.

<u>Saturday 24 May 2025</u>	<u>Sunday 25 May 2025</u>
0830 – 0845 - Arrival and Registration 0845 – 0900 - Tournament briefing 0900 – 1145 - Game 1 1145 – 1300 - Lunch Break 1 hour 15 1300 – 1545 - Game 2 1545 – 1830 - Game 3 1830 – 2300 - Social Activities 2330 – CTC Doors Close	0900 – 0915 - Check-in 0915 – 0930 - 2nd Day Remarks 0930 – 1215 - Game 4 1215 – 1330 - Lunch Break 1330 – 1615 - Game 5 1615 – 1630 - Pack Away 1630 – Awards Ceremony 1800 - 50/50, Raffle, Silent Auction 1900 – CTC Doors Close

MAJOR CHANGES SUMMARY

1. All future changes to the Player Pack for v2 and beyond will be highlighted in **BLUE**

CTC GAMING CONVENTION QUICK LINKS:

1. Logistics Information including venue, food, hotels, parking, and policies at this [LINK](#)
2. Rules and Policies information for the CTC Gaming convention at this [LINK](#)
3. The Legion Tournament event will host a maximum of 32 players.
4. We will use the Longshanks website to track rounds. The event can be found at this [LINK](#)
5. Every player will play a total of 5 rounds based on swiss pairing.
6. We will apply the Galactic Conquest Event Rules from Atomic Mass games (AMG) (updated Jan 27th 2025) found at this [LINK](#).
7. **Note we will be using all of the cards updated in the April update and the edits to the battleforce documents on May 14th.**
8. Event questions please email info@ctcgc.org

ESSENTIAL EVENT INFORMATION

- *This Player Pack will NOT be printed for you. Please print or have it available electronically.*
- You must have your army list available to show to your opponent and the Tournament Organizer (TO). It can be on paper or an electronic device. Remember that everything in your army must be shown to your opponent, except your command cards.
- You must submit your list electronically on Longshanks prior to May 19th . Here how to proceed:
 - Create an account using your first and last name so that we can link to our ticket platform;
 - Register for the Canadian Tabletop Championship Legion Grand Tournament event [LINK](#);
 - Register on the Longshanks event [LINK](#);
 - Wait for your request to be accepted by the organizer;
 - Once registered, you will be able to upload your Army List using Tabletop Admiral or Legion HQ to submit your roster. If the URL link doesn't work, enter your list in text format.
- The organizer will check the compliance of submitted army lists to avoid any problems, but they may not notice certain details. If an error is discovered during the first match, the necessary corrections can be made. Thereafter, any player using an army that does not respect the rules will be disqualified and cannot continue playing. Even if it was an honest mistake.

ARMY

We encourage you to bring a fully painted army, but it is not mandatory. Your figurines can be painted or not. However, your units must be well identified to avoid confusion during your games. You may paint the bases with different colors, use colored stickers or any method you want but units **MUST** be clearly identifiable.

GAME SYSTEM RULES

- Players must use the same army for the duration of the Tournament. Follow all Army building rules and tournament rules as stated in Star Wars™: Legion rules document, which are available to download and view from AMG website.
- Pairings will be posted the morning of the day of the tournament immediately following the Event Briefing
- Late arrival: If you arrive or register late, the tournament will start without you. Make sure you are registered on Longshanks to know your opponents. Latecomers will not be able to make up for lost time and a long

- unexplained delay can result in a game loss.
- Saturday. 3x rounds will be 2h30m + AMG random time (up to 5 mins). Following this, there is 15 minute time extension as per AMG tournament guidelines.
- Sunday. 2x rounds will be 2h30m + random timer and 15 min hard dice down extension each

PRIZING

- Prizes will be announced closer to the event, once player numbers are known, but will include a 2024/25 Star Wars Legion Tournament kit courtesy of Atomic Mass Games.
- We will also provide a set of POI tokens and range ½ rulers for all players to keep to ensure everyone has them (as they are not currently available from AMG).
- **We will have CTC Trophies for 1st, 2nd and 3rd places.**
- **We will have a Mission Board from the 2025 Worlds to raffle off**
- **We will have 5 gloss cards from World's to give as best in faction prizes (as well as a few choices for Shadow Collective). The Rebel card not chosen will be raffled off.**
- **We will have 5 boxes (1 per faction) of Legion Minis to raffle off to players of those factions.**
- **We have 1 Crashed X-Wing to raffle off to the top table as picked by the players.**
- **We have a handful of dice from 2025 Worlds to either raffle off**
- **We have a set of Legion Defence dice for the lowest scoring player who does not drop (as obviously they could use some new dice for saves :))**

ARMY BUILDING

Players must use the same army for the duration of the Tournament. Follow all Army building rules and tournament rules as stated in Star Wars™: Legion rules document, which are available to download and view from AMG website.

ARMY LIST SUBMISSION

You must have your army list available to show to your opponent and the Tournament Organizer (TO). It can be on paper or an electronic device. Remember that everything in your army must be shown to your opponent, except your command cards.

You must submit your list electronically on Longshanks prior to May 19th . Here how to proceed:

1. Create an account using your first and last name so that we can link to our ticket platform;
2. Register for the Capital City Bloodbath Legion Grand Tournament [event](#);
3. Wait for your request to be accepted by the organizer;
4. Once registered, you will be able to upload your Army List using Tabletop Admiral or Legion HQ to submit your roster. If the URL link doesn't work, enter your list in text format.

The organizer will check the compliance of submitted army lists to avoid any problems, but they may not notice certain details. If an error is discovered during the first match, the necessary corrections can be made. Thereafter, any player using an army that does not respect the rules will be disqualified and cannot continue playing. Even if it was an honest mistake.

WHAT TO BRING

- Measuring sticks
- Adequate Dice (enough to do a round of shooting with your units, for example).
- Players must have all the necessary equipment to play Legion. This includes dice, tokens, minis, unit and upgrade cards. Players must carry with them the tokens and figurines needed with their deployment cards (e.g.: POI, barricades, etc).
- Players may use only official components in tournament play, with the following exceptions:
 - Non-essential tokens (aim, dodge, etc. – this does not include essential tokens such as Complete the Mission tokens, or Bomb tokens where exact size matters)
 - Range rulers that match the dimensions of an official range ruler or a particular section of an official range ruler.
- Under no circumstances should a player use replacement cards (proxy). Only cards from official products or those offered as print-to-play on AMG website are allowed. A **minimum** of 1 of each unit and upgrade card is required, as well as 1 copy of each exhaustible, **tracked**, or expendable upgrade as well as a way to identify which units those belong to.
- If a player feels that any item COULD be brought into question in regards to legality or otherwise, they should bring official components to use as replacements.
- This is an official Grand Tournament, conversions are allowed, but not full on 3d Prints. Any conversions MUST be easily recognizable to your opponent. If in doubt, contact the organizer or bring the original figures in addition.
 - **Note Ashoka (GAR Unit and Upgrade) WILL be legal for the event. If she is delayed, proxies will be allowed (preferably Rebel Ashoka, others please run by Tournament organizer ahead of time)**
- TOs are not responsible if a replacement of a product deemed illegal cannot be found.
- Players may NOT use timers to track round times. Staff are not allowed to say how much time is left in the game.
- The organizer will have a count up timer displaying how much time has passed in the round.

Terrain Placement Rules

1. Terrain will be placed prior to the event start. It should not be modified except for the required placement of objective
 - a. In the event terrain must be moved, discuss with your opponent on the way to move it the smallest amount to allow for POI placement BEFORE moving it.
 - b. If the movement cannot be agreed upon between players, call over a Consular BEFORE moving anything
2. Remember to **DISCUSS TERRAIN** with your opponent before starting the game (difficult, open, obstacle, area, impassible, heavy light etc).
 - a. A consular's first question regarding any terrain questions will be "What was discussed before the game started", if no discussion has taken place, they will have nothing to base their ruling on.

ROUND SCORING

Round Scoring will use the standard rules in the rulebook. Remember if a player has 12 Victory Points at the **end** of any round, and MORE than their opponent the game ends immediately and no new round is started.

TIE-BREAK

- **Rankings** will be determined as follows: Tournament Points, SOS, Points Destroyed, Victory Points Scored, Coin Flip

- **Pairings** will be based on tournament points, though no player can play the same player twice.

SPORTSMANSHIP

- Players are expected to display the highest levels of sportsmanship at all times. Situations may arise where a player becomes heated. Those situations may stem from a player's own mistakes, dice luck, TO calls, behavior of their opponent or others.
- Whatever the case maybe, players should take every step to take such situations in stride and de-escalate if necessary. In the event that a player is getting increasingly frustrated, it is advised that they call a TO to manage the situation. TOs are open to pausing the game in order for players to take a few minutes to cool down and resume at no time penalty to them.
- Players who do not behave in a civil and respectful manner can be ejected from the event or issued a warning at the discretion of a Consular or the EO.
- Examples of unsportsmanlike conduct include but are not limited to:
 - Treating other players, Consulars, EOs, or spectators disrespectfully.
 - Intentionally attempting to mislead an opponent, a Consular, or the EO.
 - Intentionally disrupting the placement of miniatures, terrain, or tokens on the table.
 - Quickly removing dice from the table before an opponent can verify a roll
- Collusion between players is not permitted under the sportsmanship rules of this document. If a Consular believes players are attempting to manipulate the scoring system, the players should either be given warnings or be ejected from the event.

Pace of play

Players are expected to know the game rules reasonably well and be able to play at a decent pace. Except in extreme cases (high number of activations, complex unit play), players are expected to make it at least to round 4 by the end of the round timer.

Players who feel their opponent is playing unreasonably slowly should call a TO to monitor the situation. This can be done discreetly if the player doesn't want to seem like they are calling out their opponent.

Lastly, with regards to round timers, we want to draw players' attention to one area where time is easily wasted: the beginning of rounds. From our experience as TOs, players are often slow moving to their tables at the beginning of rounds and going through setup. This can often lead to precious minutes being unavailable at the end of a game.

After their game is concluded, players are **expected to prioritize 2 tasks**:

- Filling their results on Longshanks
- Gathering their components in a manner that will facilitate getting to their next match, whenever it is announced.

Spectators

Players who have finished their games are welcome to spectate other tables, provided that:

- They leave ample physical space for the players playing the game
- They do not interfere in any way with the table, be it with comments addressed to the players or to other spectators

Spectators should take every care not to give information to players in an ongoing match, willingly or unwillingly. Information includes, but is not limited to:

- Scores or state of the game at other tables
- Standings
- Information relating to their opponent that may have been gleaned
- Opinions on game state or tactics

APPEARANCE SCORING

- We encourage you to bring a fully painted army, but it is not mandatory. Your figurines can be painted or not. However, your units must be well identified to avoid confusion during your games. You may paint the bases with different colors, use colored stickers or any method you want.
- Requests for conversions, counts as, etc sent to info@ctcgc.org
- This is an official Grand Tournament, conversions are allowed, but not full on 3d Prints. Any conversions MUST be easily recognizable to your opponent. If in doubt, contact the organizer or bring the original figures in addition.
- Event officials retain the right to remove models that do not meet these requirements.
- Each player who has a fully painted* army will be entered into the “Play It Painted” prize drawing. At the end of the event, the organizer will select a random winner for the “Play It Painted” prize.
 - *Fully painted armies are defined as those with no primer showing, fully modeled bases, and minimum colors applied to denote each area of the miniature. Final discretion on entry lies with the organizer of the event.

Resources

[AMG Rulebooks](#)

[Rules Forum](#)

[Longshanks](#)