

STAR WARS

LEGION™



THE NORTH AMERICAN TEAM CHAMPIONSHIPS
STAR WARS LEGION TEAM EVENT

EVENT PACK v1.0 (2/9/2024)

2-Day TEAM Event Friday, July 12th & Saturday, July 13th 2024

The North American Team Championships (NATC) Star Wars Legion Team Event is a team event where teams of 3 players will be paired against each other into individual games and the results of each individual game reflects the standing of the team.

Event Organizer (NATC): Shane Grubb and Chris Pryor
Tournament Organizer/Judge: Joshua Adams
Terrain provided by Legion Terrain

1.0 EVENT FORMAT

1. 3 Players per team
2. Teams are paired against each other (Team A vs Team B) each round.
3. Each player will play a 1v1 game with an opposing member of the paired team.
4. Each player must construct a standard 800 point army using the following guidelines:
 - a. Each player on a team must have a different army.
 - i. Each list on a team must be 'unique'
 1. "Unique" is defined as: Each army MUST have a different commander.
 2. No team can have more than 1 of any Battle Force (e.g. only one Blizzard Force per team or only one Shadow Collective per team, a team can have Blizzard Force and Shadow Collective and Bright Tree Village).
 - ii. No proxies or 3d prints are allowed.
 - iii. All models played must be painted to a Table Top Standard (3 color minimum).
5. Each team will designate a team captain
 - a. The team captain will be responsible for ensuring the results of all 3 matches are reported.
 - b. The team captains are responsible for determining the individual pairings of the players each round.
 - c. The team captain is responsible for all communications between members of their team and the TO prior to the event. The team captain should provide a regularly checked email address to the TO's at the time of ticket purchase to ensure that the NATC staff has a direct line of communication.
 - d. Each team captain is responsible for the proper reporting of individual matches.
6. Player lists are due the day of the event. Lists may NOT change once the event has started. Printed lists are required. (2 printed copies on hand is suggested)
7. Event sign up cutoff date is : End of day, Monday, July 8th.
8. If something happens and you expect to not have a full team or cannot make the event, please contact the TO at least 24 hours beforehand.

2.0 TEAM PAIRINGS

Pods of 3 tables are used. 2 teams are assigned to a pod for that round.

Each player must have 3 printed lists minimum for use at the event, with one of those lists given to their captain.

1. With 3 lists in hand, each team captain will choose 1 list and place it face down on the table. The 2 lists (one from each team) is referred to as the 'bid' list, and the player playing the list is the 'Bid' player.
2. A roll off occurs (1 red D die blocks vs non blocks)
3. The roll off loser reveals their bid list. The team captain of the roll off winner chooses 1 of the 2 lists in hand that will face that bid list. The bid list player chooses which table the game for that round will be played on.
4. The roll off winner reveals their bid list. The team captain of the roll off loser chooses 1 of the 2 lists in hand that will face that bid list. The bid list player chooses which (of the remaining 2 tables) will be played on for that game.
5. The final pairing is then set with one list left in each hand of the team captains with only 1 table left out of the 3.

3.0 SCORING

1 - Individual Matches will be scored as per the Rules Reference in the AMG doc (page 19)

1: Victory Points

2: Points Defeated

3: The player whose list consisted of the most points at the beginning of the game.

2 - Round Scoring (Team Matches) will be scored as per the Galactic Conquest Event Rules in the AMG doc (page 3)

1st IND Individual W/L/D record

2nd SOS Strength of schedule (Average opponent TP)

3rd APS Auxiliary Points scored (Total Points Defeated for all 3 players)

4th VPS Victory Points scored

5th If required a roll off will be made

3 – Concession: If at any point during the event, a player drops from the event after a game, that player's future matchups are recorded as a concession. If a player drops during a game, that game will be recorded as a concession.

4.0 KEY EVENT LINKS

Facebook: <https://fb.me/e/8vQ4iw3qO>

Event SaaS Link: https://sw_legion.longshanks.org/event/13281/

NATC Page: <https://whatc.org/natc-star-wars-legion>

NATC Code of Conduct: [ATC Code of Conduct](#)

AMG Page (Rules Reference etc): [AMG Legion Docs](#)

NATC Legion Discord - Aloranist

5.0 EVENT SCHEDULE

	Friday 7/12/24
12:00 PM EST	Team check-in Begins-Captains are responsible for entire team being present
12:30 PM EST	Captains meeting-All team captains to go over logistics with TO/EO. Go over the inter team pairing process etc.
12:45 PM EST	TO: announcements for all players, and pairings go up for Round 1
1:00 PM EST	Dice Roll for Round 1
~3:30 PM EST	Round 1 Ends
3:45 PM EST	Pairings for Round 2
4:00 PM EST	Dice Roll for Round 2
6:30 PM EST	Round 2 Ends
	Saturday 7/13/24
8:30 AM EST	Team check-in Begins-Captains are responsible for entire team being present
8:45 AM EST	TO announcements (if needed) pairings go up for Round 2
9:00 AM EST	Dice Roll for Round 3
~11:30 AM EST	Round 3 Ends
~11:30 AM EST	Lunch Break-Voting is open for best painted.
12:45 AM EST	Pairings for Round 4
1:00 PM EST	Dice Roll for Round 4
~3:30 PM EST	Round 4 Ends
3:45 PM EST	Pairings for Round 5 (If Needed)
4:00 PM EST	Dice Roll for Round 5
~6:30 PM EST	Round 5 Ends