THE AMERICAN TEAM CHAMPIONSHIPS
STAR WARS LEGION SINGLES EVENT

EVENT PACK v1.0 (02/01/26)

Single Day Event, Saturday, June 27th 2026

The American Team Championships (ATC) Star Wars Legion Singles Event.

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

EVENT FORMAT

1. The event will use the most up to date Rules Reference, and Galactic Conquest rules (those active on the 6/27)
    a. Swiss Pairing will be used without a Top Cut.
    b. The number of rounds depends on the number of players that sign up. There will be a minimum of 3 rounds.
    c. GC Deviation: Remaining amount of time before the end of round will be announced (~30 mins, ~15 mins, ~5 mins).
    d. GC Deviation: Replacement dice are allowed.
        i. KEY POINT: Your opponent may use your dice at any time for his/her attack and defense rolls, etc.
2. There will be a 15 minute break between rounds, as well as an 1 hour lunch break. Additional time will be allowed for those games not completed, but it will be a random number of minutes and it will eat into your 15 min break between rounds.
3. Models are expected to be painted.

SCORING

Matches will be scored as per the Rules Reference in the AMG documents (page 20)
1: Victory Points
2: Points Defeated

KEY EVENT LINKS

Facebook:

Event SaaS Link: https://legion.longshanks.org/event/32137/

ATC Page: https://whatc.org/atc-june-2026-home

ATC Code of Conduct: ATC Code of Conduct

AMG Page (Rules Reference etc): AMG Legion Docs

ATC Legion Discord - Aloranist

Updated on 02/01/26

<u>EVENT SCHEDULE (All Times Eastern)</u>

Player Checkin	8:30 AM
TO Announcements + Round 1 Pairings	9:00 AM
Round 1 Begins	9:15 AM
Lunch	11:45 AM
Round 2 Pairings	12:45 PM
Round 2 Begins	1:00 PM
Round 2 Ends	2:30 PM
Round 3 Pairings	2:45 PM
Round 3 Begins	3:00 PM
Round 3 Ends	5:30 PM
Round 4 Pairings	5:45 PM
Round 4 Begins	6:00 PM
Round 4 Ends	8:30 PM
Awards Ceremony*	8:45 PM

*Awards Ceremony will be moved up if there is no Round 4.

<u>PAINTING AND MODELLING GUIDELINES</u>

MODEL PAINTING MINUMUMS

All models in the army MUST be painted to a 3 color minimum. A painted base doesn't count toward the 3 color minimum unless it is based using sand, flock. rocks, etc

MODEL CONVERSION POLICIES

We all want to have fun modelling, theming, converting and painting our armies. We strive to promote strategy and competition while encouraging the hobby aspect of the game at the same

time. To help ensure that both above aspects of the hobby are acknowledged we have established a few policies regarding the appropriateness of models used during the event. Consider this a first warning/notification. Warnings regarding these model policies will not be given at the event. Any models that become problematic that were not approved before the event will be subject to immediate removal from the event and may result in a game(s) loss.

1. Units must always be represented by appropriate models. This is the single, most important rule. The 'What You See Is What You Get' (WYSIWYG) rule is in effect for the event. That means all units MUST be easily identifiable as the choice they represent and that any and all weapons/options taken for a unit MUST be clearly represented on the model(s). Exceptions MAY be made for themed units or armies. Furthermore, you need to contact the event to let us know about any conversions you are planning on using and MUST provide us with photos of ALL models in question. We fully appreciate spectacular modelling skills, but we just want to ensure everything is super clear for your opponent so that no confusion can arise during games. Players are required to email the Tournament Organizer to approve ANY and ALL conversions before the event (See below for submission guidelines). To protect everyone's experience, you will be required to remove any models that have not been approved from the table, immediately.
   a. It is VERY important that your opponent can easily differentiate between your custom commander(s)/operatives(s). When in doubt, contact the TO (information at the bottom).
2. Your army should be primarily constructed of models from the given game system and the appropriate model range(s). Supplementing your army with models from outside the game system is acceptable but MUST be approved before the event by the Tournament Organizer (See below for submission guidelines).
3. Scratch built models and conversions can be used for units, but must adhere to the following guidelines and MUST be approved before the event by the Tournament Organizer (See below for submission guidelines). The size and shape of all model bases MUST be appropriate for the given game system.
4. Models may NOT contain significant elements of pre-assembled and/or pre-painted models or toys.
5. 3-D printed models will be allowed if they follow the guidelines below.
   a. A minimal amount of 3-D printed conversion bits MAY be allowed but MUST be approved beforehand. The print quality of these bits must be a high quality.
   b. 3rd Party Companies that only offer their models via 3-D files may be used but MUST be approved beforehand. The print quality of these models must be a high quality.
   c. 3rd Party Companies that produce physical models and provide 3-D files for their models may be used but MUST be approved beforehand. The print quality of these models must be a high quality.
   d. Models MUST be consistent with the look and feel of the game system they belong in. Scratch built models should aesthetically evoke the production-quality

models they are intended to represent. For clarity, printed paper models or models constructed from building blocks, etc. DO NOT meet this requirement.
   e. Models MUST adhere to all the above restrictions.
   f. Resin cast "knock offs" (aka China Cast, etc.) are NOT ALLOWED.

6. Count-as armies are allowed at the event as long as they follow all the above guidelines and restrictions. The onus is on the owning competitor to alleviate any and all avenues of confusion that might result from using count-as models/armies. Count-as models MUST be WYSIWYG, appropriately equipped and sized accordingly in order to best represent the model/unit in question. Count-as armies should demonstrate exceptional effort when it comes to conversions. Models MUST be approved before the event by the Tournament Organizer. (See below for submission guidelines).

   a. As an Example: Using Rebel Troopers to count as Fleet Troopers is fine, as long as you have no Rebel Troopers in your list. All Models used should be from the same faction.
   b. All models should be representative of the IP of the game in question (in this case Star Wars).

7. Models/armies should be appropriate for a family-friendly event. When in doubt, models should adhere to a typical PG-13 rating. The event reserves the right to remove any models deemed offensive. In extreme circumstances, the event reserves the right to disallow the use of any model, scratch-built model or conversion in any tournament due to playability or aesthetic reasons. Besides not being able to use a disallowed model for the remainder of the event, other tournament scoring penalties may be applied. This would not be a normal circumstance, and if you follow the guidelines outlined above in good taste, competitors will be fine.

SUBMITTING MODELS FOR APPROVAL

   1. All submissions for approval must be received no later than the date that army lists for the event are due.
   2. If you have any doubts to the appropriateness of a model or conversion, please use the following procedure to get approval from the Tournament Organizer in advance:
   A. Create at least 3 quality digital photos of the completed model(s). Include one picture with a standard infantry figure or infantry stand in order to display the scale of the scratch-built model or conversion.
   B. Submit your model to the TO via email and it will be evaluated, and you will receive an official response from an approving official with our team's decision.
   C. Not receiving approval for models/conversions, if caught at the event, can lead to removal of model(s) and penalties.