

STAR WARS: LEGION

CanCon 2027

Players Pack

Saturday 23 & Sunday 24 January 2027

Exhibition Park (EPIC), Canberra



Welcome

Star Wars: Legion is a 35mm tabletop miniatures game produced by Atomic Mass Games. Players take control of unique armies and wage undocumented battles during the Galactic Civil War and the Clone Wars.

At CanCon 2027 we are excited to offer you an exceptional two-day Star Wars: Legion tournament experience!

Joshua Shoobridge

Please read this document thoroughly

It contains important dates and times, rules, and prize and giveaway information.

This is a living document and will be updated regularly. All major updates will be announced via Facebook and other communication channels.

Event at a Glance

Dates	Saturday 23 & Sunday 24 January 2027
Venue	Exhibition Park (EPIC), Flemington Rd, Mitchell ACT 2911
Format	Galactic Conquest Event · 1000 points
Rounds	5 rounds of Swiss + Top 2 Cut
Round length	150 minutes, chess clocks mandatory
List lock	Wednesday 20 January 2027, 8:00pm
Player cap	64 players
Registration	\$60 AUD (two-day ticket)
Day 1 start	Registration from 8:30am

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Organiser Contact Information

Name	Role	Contact
Joshua Shoobridge	Tournament Organiser & Tournament Marshal (Head Judge)	joshshoobridge@me.com 0409 015 172
TBC	Assistant Judge	N/A

Registration

Players wishing to participate must purchase a two-day event ticket. There is currently a 64-player cap, however this is subject to change at the discretion of CGS or the organising team. Registration costs, including prize pool, are below.

Item	Details
Dates and Location	Saturday 23 & Sunday 24 January 2027 Exhibition Park (EPIC), Flemington Rd, Mitchell ACT 2911
Days Played	Two
Player Registration	\$60 AUD
TO Software	Longshanks — event link TBC

Tournament Sponsors

Sponsors will be announced closer to the event.

Schedule

Day 1 — Saturday 23 January 2027

Time	Activity
8:30am – 8:50am	Registration
8:50am – 9:00am	Player Briefing and Round 1 Pairings
9:00am – 11:45am	Round 1
11:45am – 12:00pm	Score Round and Release New Pairings
12:00pm – 12:30pm	Lunch
12:30pm – 3:15pm	Round 2
3:15pm – 3:30pm	Score Round and Release New Pairings
3:30pm – 6:15pm	Round 3
6:15pm – 6:30pm	Score Round and Release New Pairings
6:30pm – 6:35pm	End of Day Briefing

Day 2 — Sunday 24 January 2027

Time	Activity
8:30am – 8:50am	Player Arrival
8:50am – 9:00am	Player Briefing
9:00am – 11:45am	Round 4
11:45am – 12:00pm	Score Round and Release New Pairings
12:00pm – 12:30pm	Lunch
12:30pm – 3:15pm	Round 5
3:15pm – 3:30pm	Score Round and Final Swiss Standings
3:30pm – 3:45pm	Pack Down and Giveaways
3:45pm – 6:15pm	Top 2 Cut Game
6:15pm – until complete	Final Awards (approx. 10 minutes)

Event Format

Per AMG's Tournament Regulations, CanCon 2027 will be run as a [Galactic Conquest Event](#). Over two days the event will run **5 rounds of Swiss followed by a Top 2 Cut** (if applicable).

Qualification to the Top 2 Cut is determined first on Win/Loss record. Tiebreakers are:

1. Strength of Schedule (SOS)
2. Auxiliary Points Scored (APS)
3. Victory Points Scored (VPS)

This is a standard **1000-point** tournament. Players must adhere to all list construction rules.

List lock: Wednesday 20 January 2027 at 8:00pm

No further changes to lists will be permitted after this point unless extenuating circumstances apply.

Submit your list to the tournament software as a Tabletop Admiral link. The software will automatically convert lists and hide hidden information from other players.

Due to the unpredictable nature of Australian Legion releases, any unit released prior to the start of the tournament WILL be legal for the event.

Requirements

Models and materials

Players should bring all materials needed to play, including tokens, models, and associated unit and upgrade cards.

No stand-ins will be accepted (with the exception of print-and-play cards and third-party prints). Stand-ins include, but are not limited to, handmade models, handwritten cards, and models clearly printed or modelled to provide an advantage.

3D printed models

Alternate 3D printed models are allowed provided approval is granted by the TO or Head Consular (if they are not the same person) by 11:59pm the night before the tournament. Models not approved before the tournament will not be legal for play and may not be fielded.

Army lists

Players must bring at least one printed copy of their list, or be able to provide a digital version that does not include hidden information such as battle deck or command cards. This is to show the list to opponents each round. Any mainstream list builder may be used.

Handwritten lists must be presented to the Head Consular before the morning briefing to ensure compliance with errata'd content.

Painting

There are NO painting requirements for this event. Painted armies will be encouraged with significant prize support.

Awards

Best Painted Force

On Day 2 there will be an opportunity to have your army judged by other players at the event. Voting will be done digitally, and instructions will be given at the start of Day 2.

Sportsmanship Award

This award encourages players to compete in the right spirit. Players can receive a maximum of 20 and a minimum of 10 Sportsmanship Points. At the end of Round 5 on Day 2, you will rank your opponents on your score sheet, and they will receive the following points:

Ranking	Points Awarded
Best Sport	4 points
Second Best Sport	3 points
Remaining Opponents	2 points

Some examples of who you might score as best sport:

- The person you had the most enjoyable game with
- The person who made sure you followed the rules AND held themselves to the same standard
- The person who helped you understand the game a little better
- The person who gave you meaningful advice or constructive criticism at the end of (or during!) the match

These are merely examples, and you are encouraged to use your own criteria.

Ties in Sportsmanship Points will be settled by Margin of Victory (MoV), as it is a sign of true sportsmanship to win a game by a large margin while your opponent still has a great time!

Most Unique Judge Call

Over the two days, the most unique judge call situation will be awarded a prize (to both players involved). The situation must be a positive interaction and will be judged at the Head Consular's discretion. This includes the most creative way to get the TO's attention!

Chess Clocks

Chess clocks are mandatory for this event. Their use will be explained during the briefing at the start of the day, and players are expected to use them for the entire event.

See the Appendix for a full breakdown of the chess clock rules.

Round Details

- Players will be assigned pairings and a set table, and must play their assigned opponent on the specified table.
- Players are given 15 minutes of setup time before each round (already included in the round timings).
- Each round is **150 minutes (2 hours 30 minutes)**. When time elapses, all players should have finished their match per the timings on their chess clocks.

Rules Disputes

If a rules dispute arises, players are encouraged to call a Judge. Judges will confer with the players before addressing the issue in accordance with the current Rules Reference Guide.

If you disagree with a Judge's ruling, you can request the Tournament Marshal, who will confer with both players and the relevant Judge. Rulings made by the Marshal are final.

The tournament will be run using the Galactic Conquest Event Rules. Players will be issued warnings and, if necessary, disqualified in accordance with that document.

Zero tolerance for bullying and aggression

If the Head Consular deems a player to be bullying or acting aggressively toward another player, Consular or CanCon attendee, that player will be disqualified immediately. No warnings will be given.

We strongly encourage players to call a Consular at any stage if they believe there is an issue. Examples of behaviour warranting a Judge's involvement include, but are not limited to, collusion, slow play, bullying, aggressive behaviour, and cheating.

Prizes and Giveaways

We will be closing CanCon 2027 – Legion with our awards presentation, so be sure to stick around! Prizes and giveaways will be announced later.

Post Day 1 Dinner and Drinks

As is tradition, there will be an official post Day 1 dinner and drinks. The location and time will be announced before the event on the Star Wars Legion – Australia Facebook page. All are strongly encouraged to attend — last year's was an incredibly fun night!

Social Media and Contact Us

Keep up to date, and join these groups for future leagues, competitions and news:

Facebook Group	Link
Star Wars Legion – Australia	facebook.com/groups/301129683694626/
Star Wars: Legion	facebook.com/groups/starwarslegionnaires
Star Wars Legion: Oceanic League	facebook.com/groups/675340646954054
Star Wars Legion – Canberra	facebook.com/groups/257677434723854/
Star Wars Legion – Sydney	facebook.com/groups/270398603474808
Star Wars: Legion – Melbourne	facebook.com/groups/110255266352247/
Star Wars: Legion – Brisbane	facebook.com/groups/340855006356016/
Star Wars: Legion – Adelaide	facebook.com/groups/288791418269834/
Star Wars Legion – Western Australia	facebook.com/groups/starwarslegionwa/
Star Wars: Legion – New Zealand	facebook.com/groups/LegionNZ/
Star Wars: Legion Malaysia [Official]	facebook.com/groups/436080927164819/

Appendix: Chess Clock Rules

Why Chess Clocks?

Chess clocks are compulsory for all games at the CanCon 2027 Star Wars: Legion event because:

- They ensure players complete all 6 turns of a game designed to be played for 6 turns.
- A player is on the clock while thinking, checking line of sight or taking a short break, so there can be no accusations of slow play — it is your time to use as you like.
- As this is a major competitive tournament, all players are expected to have a minimum understanding of the ruleset, so there should be minimal downtime beyond the above.
- Greater control of round times keeps the whole event on schedule, so we can get on the beers on time.

How to Use the Chess Clock



Arming (or re-arming) the clock

1. Turn on the clock. The display will appear as above, with the dot next to “basic” flashing.
2. Press the stopwatch button twice. The hours for the left clock will now flash.
3. Use the up/down arrows to adjust the time and the play/pause button to move from left to right. Set the left clock to 2 hours 30 minutes.
4. Once the left clock reads 2 hours 30 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 armed.
6. Press the play/pause button to start the clock.

To re-arm: pause the clock, then press and hold the stopwatch button for 5 seconds. Go back to step 2 if adjusting the time (e.g. after a player times out), otherwise skip to step 4.

To pass the clock: press the white bar on your side. To pause and unpaue, press play/pause once. When resuming, the side with its white bar in the “up” position will be on the clock, so adjust as needed. The up/down buttons have no function during play.

Note

This ruleset is a copy of the Las Vegas Open chess clock policy, as it is an established ruleset that meets the needs of the CanCon 2027 Star Wars: Legion event. Thank you to the LVO team for their clear and well-structured rules.

Chess Clock Rules

In this document, **on the clock** means the player currently using time from their clock, and **pass time** means the other player is now on the clock.

- Before the game starts, each player's chess clock should be set to **75 minutes**.
- If a player's time runs out, their opponent may use all of their remaining time. The timed-out player continues activating units as normal but must skip Step 3 (Perform Actions) of each activation.
- 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 a judge's discretion, time may be added to one or both players' clocks during a game.
- As a general rule, both players are responsible for maintaining the state of all game clocks.

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 priority. A player issuing orders must be on the clock.

Activation Phase

The player activating a unit is on the clock. After the 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, and players often make decisions (rolling dice, spending dodge tokens, etc.) during their opponent's activation. Generally, the clock should only be passed to the non-activating player if they are taking considerable time over these effects or decisions.

End Phase

Both 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"

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

For example, if a player moves and then takes a dodge action with a unit, then passes time, they have closed the window for any further actions or decisions. They can no longer decide to standby instead of dodge, nor use a free action whose trigger they missed.

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, or triggering Jyn Erso's Rebellious command card), they should pass the clock to themselves to show they wish to consider resolving it. The clock is passed back to the active player once the effect has either been resolved or declined.

It is not a player's responsibility to remind their opponent of 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 sportsmanship penalties.

Addendum 3: “AFK”

If a player needs a short break (several minutes or less), players may pause both clocks during the break.

Addendum 4: “Line of Sight”

The player actively making a line-of-sight check should be on the clock. For example, an attacking player checking line of sight for legal attacks should be on the clock. If the defending player wishes to verify line of sight afterward, time should be passed to them during the check.

Addendum 5: “Consular Calls”

Players may pause both clocks while waiting for a judge.

Example Scenario

The first column shows which player is on the clock during each step.

On Clock	What happens
None	Turn 2 begins; neither player is on the clock.
None	Red selects their command card, places it face down and passes time to Blue. (Red's card cannot be changed after passing time.)
Blue	Blue selects their command card, then pauses the clocks.
None	Players determine who has priority this round.
Red	Red wins priority and issues orders, then passes time to Blue.
Blue	Blue issues orders, then 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, then passes time to Red.
Red	Red activates a unit, moves into standby range and completes the action. Blue takes the clock to spend their standby.
Blue	Blue decides whether to spend the standby.
Blue	Blue spends the standby and attacks Red's unit. Players resolve the attack, then pass time to Red.
Red	Red continues their activation, attacking Blue's unit ...