AdeptiCon reserves the right to modify, update, clarify, or change event rules in the interest of making AdeptiCon the best event possible. No fundamental rules changes will be made to the event after 03.01.2026.

EVENT SUMMARY

This is a special opportunity to playtest Full Scale War, an upcoming expansion for Star Wars: Legion! Full Scale War is an alternate game mode for Star Wars: Legion that lets players use larger portions of their collection in truly massive battles. Players will get an exclusive chance to playtest the new game mode, and provide feedback to the developers as part of an after action discussion.

All players are expected to abide by the AdeptiCon Conduct Policy. The models used in your army must comply with the AdeptiCon Model Policy (all models MUST be WYSIWYG and 3-colors). AdeptiCon Tournament Judges' and Officers' rulings are final and arguments or poor conduct by players will not be tolerated. AdeptiCon reserves the right to remove players from the event or AdeptiCon itself with no refunds allowed.

EVENT DETAILS

Thursday, March 26th - Sunday, March 29th

The Full Scale War Playtest is open to all players that have purchased a ticket.

FORMAT

To participate in this event, players will need to bring a 2000-point Legion army built using the guidelines in the event's rules document here, as well as unit and upgrade cards. dice, tokens, and measurement tools. All other components will be provided. Due to the nature of this playtest, we ask players to not bring mercenary units in armies.

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 or have any questions, you can contact op@atomicmassgames.com.

SCHEDULE

THURSDAY MARCH 26th, 2026	
9:00 AM – 9:15 AM	Check-In and Setup
9:15 AM – 9:45 AM	Rules Explanation
9:45 AM – 12:15 PM	Gameplay
12:15 PM – 1 PM	After Action Report, Feedback, and Cleanup

THURSDAY MARCH 26th, 2026	
2:00 PM – 2:15 PM	Check-In and Setup
2:15 PM – 2:45 PM	Rules Explanation
2:45 PM – 5:15 PM	Gameplay
5:15 PM – 6 PM	After Action Report, Feedback, and Cleanup

FRIDAY MARCH 27th, 2026	
9:00 AM – 9:15 AM	Check-In and Setup
9:15 AM – 9:45 AM	Rules Explanation
9:45 AM – 12:15 PM	Gameplay
12:15 PM – 1 PM	After Action Report, Feedback, and Cleanup

FRIDAY MARCH 27th, 2026	
2:00 PM – 2:15 PM	Check-In and Setup
2:15 PM – 2:45 PM	Rules Explanation
2:45 PM – 5:15 PM	Gameplay
5:15 PM – 6 PM	After Action Report, Feedback, and Cleanup

SATURDAY MARCH 28th, 2026	
9:00 AM – 9:15 AM	Check-In and Setup
9:15 AM – 9:45 AM	Rules Explanation
9:45 AM – 12:15 PM	Gameplay
12:15 PM – 1 PM	After Action Report, Feedback, and Cleanup

SATURDAY MARCH 28th, 2026	
2:00 PM – 2:15 PM	Check-In and Setup
2:15 PM – 2:45 PM	Rules Explanation
2:45 PM – 5:15 PM	Gameplay
5:15 PM – 6 PM	After Action Report, Feedback, and Cleanup

SUNDAY MARCH 29th, 2026	
9:00 AM – 9:15 AM	Check-In and Setup
9:15 AM – 9:45 AM	Rules Explanation
9:45 AM – 12:15 PM	Gameplay
12:15 PM – 1 PM	After Action Report, Feedback, and Cleanup

Full Scale War Playtest for Adepticon 2026

This is a special opportunity to playtest Full Scale War, an upcoming expansion for Star Wars: Legion! Full Scale War is an alternate game mode for Star Wars: Legion that lets players use larger portions of their collection in truly massive battles. Players will get an exclusive chance to playtest the new game mode, and provide feedback to the developers as part of an after action discussion.

To participate in this event, players will need to bring a 2000-point Legion army built using the requirements below.

Army Building

Each Division has a Rank assigned to it which determines which Order token that Division uses, do not use the Order tokens for each individual unit.

All non-unique units in a Division that have the same Rank on their unit card must have the same unit name. All non-unique units in a Division that have the same unit name *must* all have the same non-unique or limited upgrades equipped, if any.

When you create a Division, you must choose one of the units in that Division to be the Division Leader. If a Division contains 1 or more ⟁ units, 1 of those units must be the Division Leader.

EXAMPLE: An Infantry Division can have 2-4 ▲ units and 1 ⬢, ⬤, or ⬤ unit. Each non-unique ▲ unit in the Infantry Division must have the same unit name.

EXAMPLE: The Infantry Division consists of 3 Stormtrooper units and 1 E-Web Heavy Blaster Team. The 3 Stormtrooper units must all have the same non-unique or limited upgrades equipped, if any.

An army may include any number of Divisions, with the following restrictions:

- An army must include at least 1 Command Division.
- An army must include at least 2 Infantry Divisions.
- An army cannot include Mercenary Units.

Players should not include the following Upgrade Cards in their armies:

- HQ Uplink
- Command Control Array
- Comms Jammer
- Hacked Comms Unit
- Emergency Transponder

- Onboard Comms Channel
- Seize the Initiative
- Trusted Agent
- Improvised Orders
- Inspiring Presence

Components:

Players MUST bring the following, they will NOT be provided:

- Miniatures
- Army List
- Unit Cards
- Upgrade Cards
- Division Cards
- Dice
- Tokens
- Measurement Tools

Players do NOT need to bring the following:

- Command Cards
- Battle Cards

Command Division   ⋀ ◈: 5   Minimum Units: 2

1 ⋀ units
0-2 ▲ units
0-1 ⟆ unit

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Special Rules:
Non-⋀ units in this Division gain *GUARDIAN 1:* ⋀.
The p unit in this Division must be the Division Commander.

Specialist Division

⬯ ⬮ : 5

1 ⬯ units

0-2 ▲ units

0-2 ⬇▲⬇ units

0-2 ⬢ units

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Special Rules:
Units in this Division with the *Speeder X* keyword do not have to be in Division Coherency.

Infantry Division ▲ ◈: 3

2-4 ▲ units

1 ✿, ▾▲▾, or ✿ unit

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Special Rules:
Units in this Division with the *Speeder X* keyword do not have to be in Division Coherency.

Heavy Armor Division ◆ ◈: -   Minimum Units: 2

2-3 ◆ units

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Special Rules:
Units in this Division with the *SPEEDER X* keyword do not have to be in Division Coherency.

Full Scale War Example Army List

Separatist Alliance

Commander Division

General Grievous, Sinister Cyborg
Tenacity
IG-100 MagnaGuard
Electro-Whip MagnaGuard

Infantry Division Alpha

B1 Battle Droids
B1 Battle Droid Squad
E-5C B1 Battle Droid
B1 Battle Droids
B1 Battle Droid Squad
E-5C B1 Battle Droid
B1 Battle Droids
B1 Battle Droid Squad
E-5C B1 Battle Droid
Droidekas

Infantry Division Beta

B1 Battle Droids
E5s B1 Battle Droid
OOM-Series Battle Droid
B1 Battle Droids
E5s B1 Battle Droid
OOM-Series Battle Droid
B1 Battle Droids
E5s B1 Battle Droid
OOM-Series Battle Droid
Droidekas

Specialist Division Gamma

Maul, Impatient Apprentice
Saber Throw
LM-432 Crab Droid
Engagement Protocols
Heavy Laser Cannon
LM-432 Crab Droid
Engagement Protocols
Heavy Laser Cannon

Specialist Division Delta

Asajj Ventress, Separatist Assassin
Saber Throw
Into the Fray
STAP Riders
STAP Riders

Specialist Division Epsilon

Sun Fac, Ruthless Lieutenant
Geonosian Warriors
Geonosian Warrior Squad
Geonosian Warriors
Geonosian Warrior Squad

Heavy Armor Division

AAT Battle Tank
Lok Durd
Armor-Piercing Shells
AAT Battle Tank
Armor-Piercing Shells

Notes:

Since all units in a Division that have the same Rank on their Unit Card must have the same non-unique or limited Upgrade Cards equipped, the B1 Battle Droid units in Infantry Division Alpha must have the same non-unique or limited Upgrade Cards equipped. The AAT Battle Tanks in the Heavy Armor Division must both equip the Armor-Piercing Shells upgrade since they must both have the same non-unique or limited Upgrade Cards equipped. Since Lok Durd is a unique upgrade, it does not have to follow this rule.