



ADEPTICON 2024

MARCH 20TH - 24TH, 2024 :: RENAISSANCE SCHAUMBURG

STAR WARS: ARMADA SECTOR FLEET SINGLES

AdeptiCon reserves the right to modify, update, clarify, or change event rules in the interest of making AdeptiCon the best event possible.

Event Summary

Saturday, March 23rd, 2024
Hyatt Regency, Schaumburg, Slate Hall.
Schaumburg, IL

The Sector Fleet Singles event is open to all players that have purchased an Adepticon Event Badge and a Star Wars: Armada Sector Fleet Ticket.

This event will follow a **relaxed format**.

Format

Two (2) rounds on Saturday the 23rd with each round lasting 210 minutes following the **Sector Fleet** ruleset for Sector Fleet.

In this format, gather your fleet together for a massive battle! Players will build fleets up to 800 points.

Each player must follow all Fleet building rules and tournament rules as stated in Star Wars™: Armada Rules Reference, and Star Wars™: Armada: Tournament Regulations.

As a general reminder, players build one fleet and use the same fleet for the entire duration of the tournament.

- A fleet cannot exceed 800 points, though it may contain fewer than 800 points.
- A fleet cannot include more than 3 flotillas.
- A fleet cannot include squadrons with a total fleet point cost greater than one-fourth of its fleet point limit.



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- A fleet must have exactly one flagship.
- A player may choose to field a Rebel, Imperial, Separatist, or Republic fleet.
- A player must choose an Assault, Defense and Navigation objective for their fleet as normal.

Lists

Players should arrive at the event with 2 copies of their one-page fleet list sheets, and should not count on these being provided at the event. However, officials will have a few on hand if needed.

One list will be submitted to the judges in person during the registration period and **must** include your fleet's Objectives. Players will keep the other, to show their opponents during the tournament, and does not need to contain your Objectives.

Players must use the fleet submitted for the entire duration of the tournament. Each player must submit a fleet list detailing all ships, squadrons, upgrades, objectives, commander, and total fleet points to the organizers during Event Registration.

Event Schedule

DO NOT BE LATE TO REGISTRATION. All tournament participants are expected to act respectfully during the tournament and follow all official tournament guidelines laid out by the TO and official documents. Please be courteous to others by maintaining proper hygiene during the event (deodorant, breath fresheners, etc). We will be in an enclosed room and it will get warm, thank you for understanding.



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SATURDAY, MARCH 23rd, 2024

9:30 am - 10:00 am	Registration
10:00 am - 1:30 pm	Round 1
1:30 pm - 2:25 pm	LUNCH
2:30 pm - 6:00 pm	Round 2

Resources

[Armada Rules](#) | [Tournament Regulations](#) | [1.5 Rules Reference Guide](#) | [Errata](#)
[Rapid Reinforcements 1 & 2](#)

This event will allow the use of all Star Wars Armada expansions available and fully released. Likewise, it will use the current Star Wars Armada 1.5 Rules Reference Guide, FAQ, clarification, and errata. These 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, you can contact op@atomicmassgames.com.

Player Materials

Players should have all the materials needed to play Star Wars: Armada. This includes tokens, range rulers, the movement tool, miniatures, cards, etc. Players are expected to only use official materials, with the exception of non-essential tokens and range rulers that match the dimensions of official range rulers or a particular section of an official range ruler.

Components can be modified only as described under “Component Modifications”. Items that are clearly branded from other trademarked franchises will not be allowed and the player will be asked to use alternatives.



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Players **may not** use 3rd party or 'proxy' miniatures or cards. Proxies are only allowed under the rules of "Lost and Damaged Components".

If a player feels that an item might be found in violation of this policy, they should bring an official replacement. Determining the legality of any questionable tokens and range rulers is the TO's responsibility.

All decisions rest with the TO and the decisions of the TO are final, review the Star Wars: Armada Tournament Regulations for additional details.