STAR WARS: ARMADA TEAM CHAMPIONSHIPS

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

Event Summary

Sunday, March 24th, 2024
Hyatt Regency, Schaumburg, Slate Hall.
Schaumburg, IL

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

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

Format

Team Championships is an additional format for playing Star Wars: Armada organized into four-person teams. This event allows 24 teams, each consisting of four players, to battle using standard 400pt fleets with the following additional rules:

- Each team will be composed of four players and each player will have their own 400-point fleet following Fleet building rules and rules as stated in Star Wars™: Armada Rules Reference.
- Each player can only be part of one team.
- Each team will have three rounds (using a Round Robin pairing) where it will play another team. Each player will play their own game against one opponent from the opposing team. Each player's score is added to their Team's total.

Creating your team

- Each team must have at least three different factions represented on the team.
- Fleets in the same team cannot share the same unique cards (cards with a name in italics or that have a ● preceding their name). The only exception are the Fleet Command upgrade cards.
  - Anakin Skywalker and Darth Vader are allowed on the same team.
  - Grand Moff Tarkin (Imperial) and Admiral Tarkin (Republic) are **NOT** allowed on the same team.

Pairings

- Team pairings will be done using a Round Robin format. The TO will announce team pairings during the designated time periods.
- Once Team pairings have been announced the teams will have the remainder of the designated Pairing period to assign individual player matches between their players.
- Each team designates one of their players as their Champion and the teams reveal their Champions to one another at the same time.
- Each team will then select two of the remaining players to be their Challengers.
- The remaining player becomes the Reserve.
- Each team will then select one of their opponent team's Challengers to play their Champion.
- The Challengers not chosen to play the Champions will play the Reserves.

Lists

Players should arrive at the event with 2 copies of their <u>one-page</u> 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.

SUNDAY MARCH 24TH	
8:00 am to 8:15 am	Registration
8:15 am to 8:25 am	Pairings
8:25 am to 10:40 am	Round 1
10:40 am to 10:50 am	Pairings
10:50 am to 1:05 pm	Round 2
1:05 pm to 1:15 pm	Pairings
1:15 pm to 3:30 pm	Round 3
3:40 pm	Awards

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 and Product Legality

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.

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.