STAR WARS: ARMADA TASK FORCE BATTLES

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

Event Summary

Thursday, March 21st, 2024 - Friday, March 22nd, 2024

Hyatt Regency, Schaumburg, Slate Hall.

Schaumburg, IL

The Task Force Battles events are open to all players that have purchased an Adepticon Event Badge and a Star Wars: Armada Task Force Battles Ticket.

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

Format

Task Force Battles is an additional format for playing Star Wars: Armada at smaller fleet point totals. These events allow players to field a compact 200 point fleet in battle for two, two-hour rounds.

This format will be two (2) rounds on Thursday, March 21st and two (2) rounds on Friday March 22nd with each round lasting 120 minutes; each being stand alone events. If a game has not concluded when the time for a tournament round runs out, the players finish the current game round or within a 15-minute extension, as decided by the T.O.

For the Task Force Battles events, each player must build one fleet and use the same fleet for the entire duration of each tournament using the following guidelines. Follow all Fleet building rules and tournament rules as stated in Star Wars™: Armada Rules Reference, and Star Wars™: Armada: Tournament Regulations unless otherwise changed as follows.

Players must have at least one non-flotilla ship in each fleet and can have a maximum of two flotilla ships, but can otherwise spend any amount of fleet points on squadrons.

Players must choose a flagship. Players **may** equip up to one commander upgrade card to their flagship but are not required to choose a commander card for their fleet.

Players must still choose three objective cards, one from each category. Players cannot pick objectives from the list in this section.

Play Area: Task Force Battles are played on a 3' x 3' play area. Some objective cards do not function or have a significantly different play experience on this size play area and are disallowed for Task Force play (see below).

Setup Area
As mentioned in the Armada Rules Reference, the entire play area is the setup area.

Play Area Edges
Some objectives that refer to the 3' edges of the play area can be played with Task Force battles. When players are instructed to choose a 3' edge of the play area, they must choose a non-player edge.

Objectives:
The following objectives CANNOT be played for Task Force Battles.

Assault:
Targeting Beacons
Blockade Run
Station Assault
Surprise Attack

Defense:

Abandoned Mining
Facility
Fire lanes
Fleet Ambush
Planetary Ion Cannon

Navigation:
Doomed Station
Intel Sweep
Superior Positions
Solar Corona
Sensor Net

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

<u>DO NOT BE LATE TO REGISTRATION.</u> 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.

EVENT 1, THURSDAY, MARCH 21st, 2024	
1PM - 1:30PM	Registration
1:30PM - 3:30PM	Round 1
4PM - 6PM	Round 2

EVENT 2, FRIDAY, MARCH 22nd, 2024	
1PM - 1:30PM	Registration
1:30PM - 3:30PM	Round 1
4PM - 6PM	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 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.