

Warzone 2023 Star Wars: Armada Houston, Texas

EVENT SUMMARY

Warzone 2023 is back! This year we have an Armada Store Kit and the winner will receive an invite to the Armada World's tourney in 2024! Come battle it out with the best of the best and see if you are worth your salt and can take home a Worlds Invite.

Commanders, Admirals, Warlords, and Qualified AI Sentience: Gather your fleet, and come compete against the best for glory and honor. While the specifics of the event are still evolving, the dates are settled, so buy your ticket and come play some games with the best community in tabletop games. The winner walks away with an invite to Armada Worlds 2024!

[Purchase your event ticket, here.](#)

ORGANIZER CONTACT

Event Manager: Allan Bailey

Tournament Organizer Names

Jason Hughley

Contact Information

Mercuryfleetcommand@gmail.com

EVENT SCHEDULE

Day 1: Saturday, September 23rd - The Forge Hobbies & Games Store Championship

Rounds	Start Time	End Time
Registration	10:00a	10:45a
Round 1	11:00a	1:15p
Lunch	1:15p	2:00p
Round 2	2:15p	4:30p
Round 3	4:40p	6:55p

Day 2: Sunday, September 24th - ArCLight Gaming Store Championship

Rounds	Start Time	End Time
Registration	8:00a	8:45a
Round 1	9:00a	11:15a
Round 2	11:25a	1:40p
Lunch	1:40p	2:25p
Round 3	2:35p	4:50p

FORMAT + FAQ

This will follow the Armada Standard Tournament for a Premier Level Event

Event Specific FAQ's/Errata

- Current Armada Rules as of 9/15/2023

- Premier Level Event with regards to TO interaction and decisions
- Prize Support will be as follows:
 - First place in each event will receive an invite to Armada Worlds 2024.
 - Official alt art cards from the AMG Organized Play Store Championship kit as per placement.
 - Player with the highest TP/MoV between both events will receive a set of Admiral Tater's range and distance rulers in pink/purple colors!
 - All participants will receive shield and/or command dial sets from Admiral Tater!
- RR2 has been released, and officially is supported by AMG and Erratta'ed, please check with the AMG forums for an understanding of the new material and errata changes.
- Component Substitution: No player may substitute a model for another, and no 3rd party game materials will be allowed for play except for those outlined under "Legal Products" in the Armada Tournament Regulations. The sole exception to this rule is outlined in "Lost and Damaged Components" in the Armada Tournament Regulations. If there is a question of your particular component's legality, please contact the TO prior to playing.
- All players must bring the following:
 1. Printed List of their fleet with Objectives, to be given to the Head TO during Registration.
 2. Printed List of their fleet without Objectives, to be given to Opponent for review
 3. All Game Materials needed. Ships, Bases, Squadrons, Tokens, Dice, Obstacles, Ship Cards, Squadron Cards, Upgrade Cards, Range Ruler, Movement Tool. If your objectives add additional obstacles, you are required to provide those as-well. All Players are expected to provide every component needed for their fleet. Any lost or damaged components will be handled in accordance with the "Lost and Damaged Components" Section outlined in the Armada Tournament Regulations.
- Round Pairings will be available 5 minutes before round start time, start time will begin precisely when listed, a warning will be given at 1 hour remaining, Then again at 10 minutes remaining. At 5 minutes remaining the TO will visit all tables and tell the players to not begin a new round, except for the last match of the day, all games will play out for all 6 rounds or a tabling, whichever happens first.
- Players who slow play will receive a soft warning of their actions once, after that they will forfeit the match, an additional infraction will result in that player being dropped from the tournament. If you feel your opponent is slow playing please call a TO and allow them to address it, if you do, please note that the TO will begin observing for future infractions, the TO cannot make a judgment on actions they did not witness.

- Players who are observed playing poorly intentionally will receive a Hard Warning, any additional issue will result in that player being dropped from the tournament. Playing poorly is exemplified by intentionally missing timings or actions, intentionally not mitigating damage, intentional flying ships in a way that will result in your opponent having a higher MoV than they should (ie, you feel you are losing and just fly your ships into your opponents gun line, resulting in a 10/1 for your opponent rather than a 7/4 if you had just run away). All players are expected to have done their best, and minimized their opponents winnings.
- There is a T4 page setup for this event, any player found using the information presented through T4 to game or manipulate their actions or the actions of others will receive a hard warning, any additional issue will result in that player being dropped from the tournament. The scores, and the meta gameplay decisions from knowing other players' standings should not bear into your desire to play the best game you can.
- Travel Groups will be used to prevent 1st round pairings as much as can be accomplished. Traveling to a remote destination only to play against the same player you do on a flight night is a terrible way to start off a tournament. After the first round, standard Armada scoring and procedure will take place.
- While this is a friendly game, please refrain from offering advice to your opponent during game play. Some players receive that help as condescension or elitism and that hampers them from having a good experience.
- Please sign up to the T4 page and have a list uploaded by 9/20/23.
 - [The Forge Championship](#)
 - [Arclight Championship](#)
- Ticket Price is for both days and both tournaments.