

RMO 2025

Star Wars: Armada

Regional Championship



EVENTS

OFFICIAL PLAYER PACKET



[EVENTS.FRONTLINEGAMING.ORG](https://events.frontlinegaming.org)



EVENT SUMMARY

You **must** have a ticket to participate in games. This also grants entry into the gaming hall during the entire event.

The Lone Star Open is our military appreciation that's Texas-sized and full of perks! Come battle it out with the best of the best and have yourself a great weekend at this amazing and large venue. Special perks will be offered to both currently serving and formally serving military personnel.

The Lone Star Open takes place at the Marriott Dallas Allen Hotel, conveniently connected to the Watters Creek Convention Center, located at 777 Watters Creek Blvd, Allen, TX 75013.

Tickets for this event can be purchased [HERE](#)

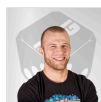
Find everything you need to know including discounted room block, schedule, etc:



ORGANIZERS



JAKE JACOBSON
FLG VP



MIKE GANDOLFO
FLG Road Warrior



AURELIO CORREA III
FLG General Manager

Contact FLG Events Admin: [Jake Jacobson](#)

Stay up to Date: [Frontline Gaming Community Facebook Group](#)

Tournament Organizer Names	Contact Information
Allen Stelly	Isoarmada@outlook.com

EVENT SCHEDULE

Event Room: Watters Creek Convention Center Hall, inside Marriott Dallas Allen.

Registration Time: 8a to 8:30a each day

Preferred Fleet Builder for list generation: [Star Forge](#)

Schedule Day 1 - Saturday - Regional Championship

Tournament Software will be t4.tools: <https://t4.tools/e/LSO2025RG>

Rounds	Start Time	End Time
Round 1	8:45a	11a
Round 2	11:15a	1:30p
Lunch	1:30p	2:15p
Round 3	2:30p	4:45p
Round 4	5p	7:15p

Schedule Day 2 - Sunday - Legacy Tournament

Tournament Software will be t4.tools: <https://t4.tools/e/LSO2025LEGACY>

Rounds	Start Time	End Time
Round 1	8:45a	11a
Round 2	11:15a	1:30p
Lunch	1:30p	2:15p
Round 3	2:30p	4:45p

Schedule Day 2 - Sunday - Regional Championship Top Cut

Tournament Software will be t4.tools: <https://t4.tools/e/LSO2025RGTC>

Rounds	Start Time	End Time
Round 1	8:45a	11a
Round 2	11:15a	1:30p
Lunch	1:30p	2:15p
Round 3	2:30p	4:45p

FORMAT & FAQ'S

There will be **two days** of game play included with your ticket purchase.

Regional Championship:

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

Players will compete in four (4) rounds of Swiss with each round lasting 135 minutes. An announcement at 130 minutes will be made informing players of the time remaining. No new game rounds can begin after this announcement. If a game goes past the 135 minutes, the max extension allowed is 15 minutes. After the final round on Saturday, a progression cut of the highest ranking players will progress to Sunday. On Sunday standings will be reset for a NEW Swiss format of four (4) rounds, each round lasting 135 minutes. An announcement at 130 minutes will be made informing players of the time remaining. No new game rounds can begin after this announcement. If a game goes past the 135 minutes, the max extension allowed is 15 minutes.

[Armada Rules Forum](#) | [Tournament Regulations](#) | [1.6 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 1.6 Rules Reference Guide, FAQ, clarification, and errata. These can be found on the AMG Forums.

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.

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 do 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.

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. (Note: Worlds Prep Event and World Championship Tournament are separate events.)

A fleet cannot exceed 400 points, though it may contain fewer than 400 points.

A player may choose to field a Rebel, Imperial, Separatist, or Republic fleet.

A player's fleet cannot contain more than 134 points worth of squadrons.

A player's fleet cannot contain more than two flotillas.

Legacy Tournament:

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

Players can join the Armada Legacy Discord server to keep up to date with the community driven effort to expand Armada! <https://discord.gg/TnQxSSkV2r>

Players will compete in four (4) rounds of Swiss with each round lasting 135 minutes. An announcement at 130 minutes will be made informing players of the time remaining. No new game rounds can begin after this announcement. If a game goes past the 135 minutes, the max extension allowed is 15 minutes. After the final round on Saturday, a progression cut of the highest ranking players will progress to Sunday.

On Sunday standings will be reset for a NEW Swiss format of four (4) rounds, each round lasting 135 minutes. An announcement at 130 minutes will be made informing players of the time remaining. No new game rounds can begin after this announcement. If a game goes past the 135 minutes, the max extension allowed is 15 minutes.

[Armada Rules Forum](#) | [Tournament Regulations](#) | [1.6 Rules Reference Guide](#) | [Errata](#)
[Rapid Reinforcements 1 & 2](#) | Armada Legacy Wave 0

This event will allow the use of all official Star Wars Armada expansions available and fully released. Likewise, it will use the current Star Wars Armada 1.6 Rules Reference Guide, FAQ, clarification, and errata. These can be found on the AMG Forums. In addition, in this event players can use community created content from Armada Legacy Wave 0.

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.

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 do 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.

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. (Note: Worlds Prep Event and World Championship Tournament are separate events.)

A fleet cannot exceed 400 points, though it may contain fewer than 400 points.

A player may choose to field a Rebel, Imperial, Separatist, or Republic fleet.

A player's fleet cannot contain more than 134 points worth of squadrons.

A player's fleet cannot contain more than two flotillas.