ALLEN, TEXAS

Star Wars: Armada 2023 Worlds Open Qualifier Allen, Texas, USA



FRONTLINE GAMING
CHAMPIONS OF TABLETOP

MARRIOTT

EVENT SUMMARY

Star Wars: Armada 2023 World Open Qualifier - Lone Star Open, Allen, Texas, USA

Star Wars: Armada @ The Lone Star Open is back for the 3rd year - this year we have been designated as a Worlds Open Qualifier. 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. Be sure to take advantage of the hotel block, they sell out fast.

A huge thanks to Frontline Gaming for their support of this event!

The Lone Star Open, is dedicated to our community members who are (or have been) part of The US Armed Forces. The event is held in the Marriott Dallas-Allen Hotel & the attached Watters Creek Convention Center (777 Watters Creek Blvd, Allen, TX 75013). This venue is just North of Dallas, Texas and across the street from over 50 restaurants, bars, and shops right outside the front door at **Watters Creek,** a resort-style mixed-use development. The Marriott hotel attached to the convention center, has a highly discounted room block which Frontline Gaming has secured for event players and can only be accessed by this link HERE.

Purchase your event ticket, here.

ORGANIZER CONTACT

Event Manager: Kicker Kalozdi

Frontline Gaming Community Group Page

Tournament Organizer Names	Contact Information
Ian Elllison	Mercuryfleetcommand@gmail.com
Allen Stelly	He didn't tell me so just email Mercury Fleet

EVENT SCHEDULE

Event Room: Terrell Hall - Watters Creek Convention Center

Day 1: Saturday : Open Qualifier(Standard Swiss, TOP Cut for Day 2 WoQ)

Registration Start Time: 10am

Rounds	Start Time	End Time
Registration	10:00	10:30
Round 1	10:45	1:00
Round 2	1:15	3:30
Lunch	3:30	4:30
Round 3	4:45	7:00
Round 4	7:15	9:30

Day 2: Sunday: 800pt Sector Fleet (open to all players not currently in the TOP 8 Cut)

Rounds	Start Time	End Time
Round 1	10:00	1:30
Lunch	1:30	2:30
Round 2	2:30	6:00

Day 2: Sunday: Star Wars: Armada Worlds Open Qualifier (TOP 8 from Day 1 Qualifier)

Rounds	Start Time	End Time
Round 1	10:15	12:30
Lunch	12:30	1:30
Round 2	1:45 2:00	4:00 4:15
Round 3	4:30	6:30

FORMAT + FAQ

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

Event Specific FAQ's/Errata

- Current Armada Rules as of 7/16/2023
- Premier Level Event with regards to TO interaction and decisions
- Prize Support will be as follows
    - The Main Tournament and the Top Cut: Every player will receive their appropriate prize as outlined by AMG here Armada WoQ Prizes
    - The Sector Fleet game will have a prize support pool provided by Admiral Tater and Mercury Fleet Command
- 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 exampled 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 7/15/23
- Player dinner on Friday Night at “On The Border”.
- Ticket Price is for both Days; Qualifier Day 1 & Top Cut/Sector Fleet Day 2