



Introduction:

Star Wars: Armada is a tabletop miniatures game produced by Atomic Mass Games. In games of Star Wars: Armada players take control of unique fleets and wage undocumented battles to decide the fate of the galaxy.



Registration:

Players wishing to participate must purchase a ticket from ADFWGA (<https://www.adfwga.com/herocon>).

Event Staff

Game Organiser: ADFWGA Committee

Event Schedule:

Saturday 02 Dec 23		
Doors open from 0800		
Player briefings	08:50 am	09:00 am
Round 1	09:00 am	11:15 am
Scoring / Round 2 pairings	11:15 am	11:20 am
Lunch	11:20 am	12:20 pm
Round 2	12:20 pm	2:35 pm
Scoring / Round 3 pairings	2:35 pm	2:45 pm
Round 3	2:45 pm	5:00 pm

Sunday 03 Dec 23		
Doors open from 0800		
Round 4 pairings	08:30 am	08:40 am
Round 4	08:40 am	10:55 am
Scoring / Round 5 pairings	10:55 am	11:10 am
Lunch	11:10 am	12:10 pm
Round 5	12:10 pm	2:25 pm
Final results	2:25 pm	2:30 pm
Pack up	3:00 pm	5:30 pm

Event Format:

Will follow the Tournament Regulations from AMG with the follow changes:

- 5 rounds no matter the number of players.
- No progression cuts

Player Requirements:

Players should have all materials needed to play. This includes tokens, models, and associated unit / upgrade cards.

Players **MUST** Submit their list via adfwga@hotmail.com by 30 Nov 23.

For those wishing to use 3D printed proxies, to represent their miniatures, please note the following:

- These will be at the TO/EO's Discretion. Please check with the them prior to the event to ensure that these models will be accepted.
- Any 3D printed miniature **MUST** have all other correct Star Wars: Armada game components and cards to ensure that there are no major discrepancies on rules.

Please note that all Star Wars: Armada cards that have been edited by the Development team can have printed copies of any updated rules provided the originals are also present. Any other situation will not be accepted.

**Round Details:**

Players will be assigned pairings and a set table. Players are required to play against their assigned opponent on the specified table.

Players will be given 135 (plus 1-5) mins to play including set up. If a game has not concluded when the time for a Swiss Round runs out, the players finish the current game round and calculate their scores.

Where possible and communicated to all players the timings may be brought forward.

Rules Disputes:

In the event of a rules dispute players are encouraged to call for one of the organisers. The organisers will confer with the players before addressing the issue in accordance with the current Rules Reference Guide. See the Atomic Mass Games (Star Wars Armada) website for the latest rules/points updates and errata: <https://www.atomicmassgames.com/swarmadadocs/>

Social Media/Contact Us:

Check out our Facebook Page:

HEROCON: <https://www.facebook.com/events/261822889649609/>

Star Wars Armada - Canberra: <https://www.facebook.com/groups/1566960230246478>