

QLD Dropfleet Commander Masters Briscon 2017



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Introduction

The Qld Dropfleet Commander 2017 Briscon 2017 Edition is the official tournament pack provided as a framework for a series of Dropfleet Commander games against different opponents to determine who will reign victorious. This Tournament Pack is aimed at groups of 8 to 128 players and promotes tactical game play across a range of challenging scenarios.

Player Responsibilities

Logistics

Players participating in Qld Dropfleet Commander 2017 event must bring all their own models, dice, measuring devices, activation cards, markers, and templates they require for play. Players should also bring a copy of this Tournament Pack for use during the tournament.

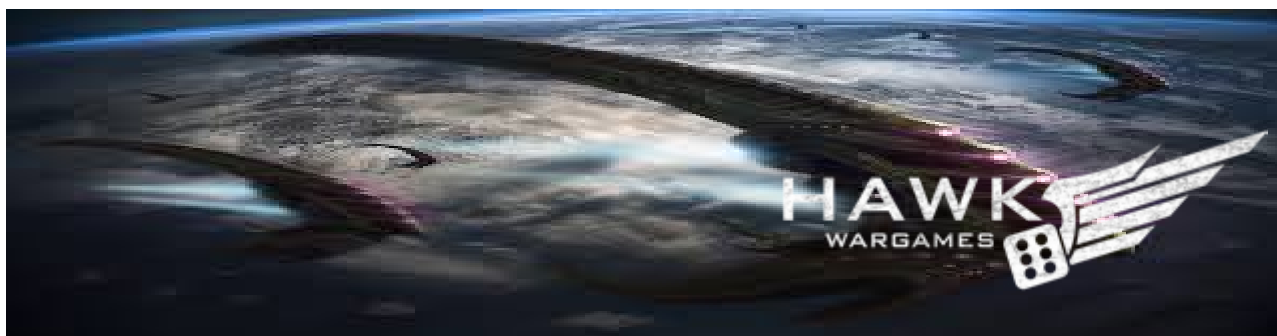
Army Lists

Players must bring two copies of their Fleet list, complete with points costs, to the tournament. The fleet list points cannot exceed the 1250 points Clash size chosen for the tournament. Additionally the number of battlegroups in your army list must not exceed the amount permitted by the size of game.

Painting and Modeling

All models used in Hawk Wargames organized play events must be Hawk Wargames Miniatures from the Dropfleet Commander range. The miniatures must be fully assembled on the appropriately sized base for which the model was designed. Any non-Hawk Wargames models, unassembled minitures, or inappropriately based models are not permitted. Models that have not yet been released to the general pubic at the time of the event are not permitted. The exemption to this is kitbashed Corvettes and Battlecruisers.

Hawk Wargames encourages players to have a fully painted force on the table as games with painted armies are more interesting to watch and generally enhance the experience for all. However a painted army is not required for Qld Dropfleet Commander 2017 events.



Model Conversions

Hawk Wargames fully supports the conversion of models, however the following two rules must be adhered to when using converted models in tournaments. These rules are not meant to limit a player's creativity but rather to ensure that there is no confusion during game play.

All models used in Hawk Wargames organized play events must be Hawk Wargames Miniatures from the Dropzone Commander range. The miniatures must be fully assembled on the appropriately sized base for which the model was designed. Any non-Hawk Wargames models, unassembled minitures, or inappropriately based models are not permitted. The exemption to this is kitbashed Corvettes and Battlecruisers using Hawk Wargames parts.

Sportsmanship

A fair and honest approach is essential to ensure that everyone enjoys playing Dropfleet Commander. Players must accurately apply the rules of the game and fully cooperate with opponents to honestly answer any questions that arise before and during the game. Players are also responsible for holding their opponents to the same standards.

The tournament organiser will not be able to observe every game and if you feel that your opponent is doing something wrong, such as cheating or time wasting then you should firstly raise this with your opponent. Explain to them what they can do to remedy the situation in order to maintain a fair and fun game. If you are not able to resolve the situation then call a tournament organiser over and explain the situation. The tournament organiser will always have the final decision on all rules and questions and a player must accept all rulings made by the tournament organiser, regardless of whether they agree with the decision or not.

Players are entitled to a polite and fun environment in which to game and it is expected that players present a mature and polite demeanour to both their opponents and the tournament organiser at all times. Failure to do so will result in immediate disqualification. An Event Organiser can also disqualify a player for any incident that is deemed unsporting. This includes, but is not limited to, offensive or abusive conduct, bullying, cheating, constant rules arguments, improper play, stalling, and other inappropriate actions. Disqualified players are not eligible for any awards or prizes.

Occasionally a player may concede a game during a tournament. Hawk Wargames does not condone this option since there is almost always a chance for victory. However, in the case of one player conceding, the winning player will be awarded a win and all the kill points in their opponents army list. The player who conceded will receive a loss and no kill points. A tournament organiser can disqualify a player from a tournament if a concession is deemed unsportsmanlike.



Event Organisers Responsibilities

Logistics

When estimating the overall length of a tournament, a tournament organiser should include additional time for each round for players and staff to announce round results, get people to their new tables and get the next round started. Ensure that all the required materials for the planned scenarios are prepared ahead of time to avoid delays.

Number of rounds

The number of games required to play a Dropfleet Commander tournament is variable and dependent upon the length of time the tournament runs over. QLD Dropfleet Commander will be using the 2 day 5 round format.

No. of Days	Rounds
1	3 round event
2	5 round event



First round pairings

To determine first round pairings, the tournament organiser should randomly pair all of the players prior to the event to ensure that the tournament is able to start promptly.

If you have an odd number of players, one player will receive an automatic victory if there is no stand in player. However we recommend that the tournament organiser has a spare player that can step in and play the odd player as we all prefer to play games, rather than be awarded a bye!

Subsequent pairings

From the second round onwards, all pairings and ranks are based upon current tournament points and pairings from previous rounds. In the event that two or more players are tied on the same number of tournament points, then kill points will be used as the tie breaker. After all the games in the previous round are complete and the results collated, the tournament organiser will pair the players in 1st and 2nd place, the players in 3rd and 4th place, the players in 5th and 6th place and so on, and these will play each other that round.

Game Size, Round Length, Battlegroups and Tablesize

We would suggest using the table below to calculate the length of each round, however this is only a guide and Tournament Organisers should feel free to modify these timings if they deem it necessary. Once the end of the round has been called, players should the turn they are on and then calculate the result of the game. We recommend 1500pts, as this is our current standard tournament size. QLD Dropfleet Commnader will be using the following points and time format.

Game Size	Points	Round Length (minutes)	No. of Battlegroups	Table Size
Clash	1,250	150	6	4' x 4'

Scenario Selection

The Briscon 2016 Pack contains a range of scenarios that the Tournament Organiser can choose from before the tournament. The selected scenarios can be played in any order and generally should not be repeated later in the same event. Additionally, all players must play the same scenario in each round. It is up to the Tournament Organiser whether or not they will announce the scenarios at the start of each round or prior to the event. A copy of the scenario being played that round should be made available on every table for players to reference during set up and play.

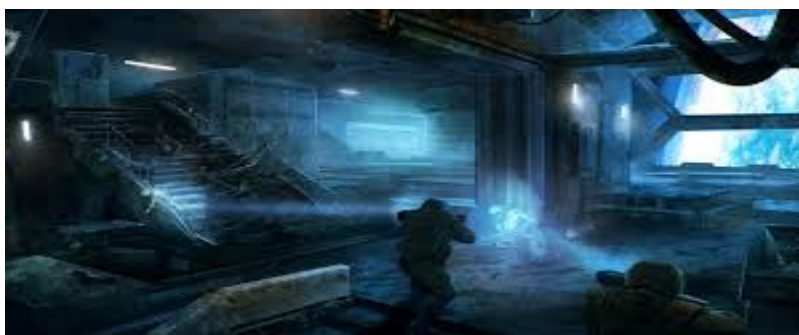
Deployment

Each scenario contains a diagram which should be used by the Tournament Organiser to set up the tables and place objectives. Each scenario will show each player where to deploy.

Terrain

Terrain is an essential part of Dropfleet Commander and it is the responsibility of the Tournament Organiser to ensure that every table is well laid out and balanced for both parties. suitably placed to accommodate the objectives of each scenario.

A number of scenarios require that objectives are placed on or either side of, the centre line and the Tournament Organiser should either ensure that the tables are set up to accommodate each scenario prior to the event or make the appropriate changes to each table between rounds.



Starting the game

Before each game begins players should exchange army lists and ask any questions they have concerning the list. Both players roll a D6 with the winner determining whether to go first or second, in the event of a tie re roll (Remember that in games where your commander does not start on the table, both players will have a command value of 1 for the first roll). However a roll of a natural 6 will result in that player winning the dice roll, if both players roll a 6 then roll again.

After each game

After the game both players are required to complete the attached information into their result sheet. Once this information is recorded report the results of the game to the Tournament Organiser. Briscon 2016 will use a variant of the 20-0 scoring system. This means that you will earn game points based upon the difference in Victory points between you and your opponent but the difference in Kill Points is also taken into account. To calculate your tournament points each round you first determine the VP difference between both players using the following table.

Then, if the winner of the game scored more Kill Points than his/her opponent, calculate how many bonus points they will score using the table below. The winner of the game adds these bonus points to their tournament point score and the loser deducts these bonus points from his score. Note this may result in neither player modifying their scores if the winner of the game ended up losing more Kill Points than his opponent. If the scores have been totaled correctly, both players' final tournament points for the round should combine for a total of 20 points.

VP Difference	Game Points Scored
0	10 - 10
1	11 - 9
2	12 - 8
3	13 - 7
4	14 - 6
5	15 - 5
6+	16 - 4



Winners Kill Point Difference	Bonus Game Points Scored
0-499	0
500-799	2
800-999	3
1000+	4



Scenarios

The following Scenarios will be used at the Qld Dropfleet Commander 2017 event and the event timetable is as follows:

Introduction 08:30

Day 1

Game 1 Station Assault 09:00 - 11:30

Lunch 11:30 - 12:15

Game 2 Defence Relay 12:15 - 14:45

Game 3 Mixed Engagement 15:00 - 17:30

Day 2

Game 4 Secure the Flanks 09:00 - 11:30

Lunch 11:30 - 12:15

Game 5 Ground Control 12:15 - 14:45

Award presentation and close 15:15

The Tournament Results Form (which each player should use to record results), can be found at the end of this document.

Scenario 1 Station Assault

Situation

Commanders are to proceed from the rendezvous point and proceed to breach the outer defense network of stations and allow the fleet to proceed into the target system.

Approach

Battle Line

Duration

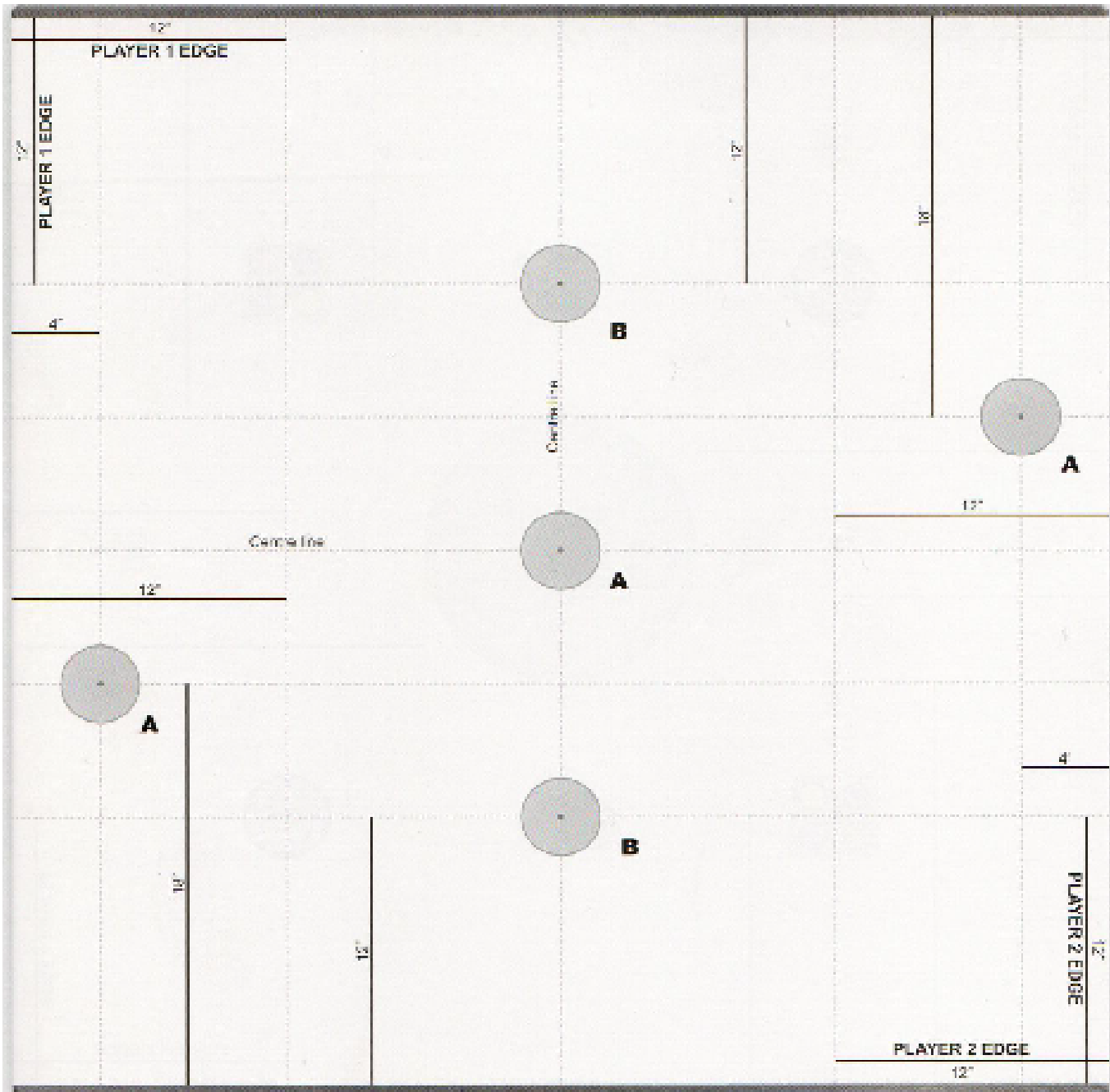
6 Turns

Victory Conditions

Space stations score as Medium Clusters. B Space Stations score as Medium Clusters and Critical Locations.

A Space Stations are armed with 1 Mass Driver armament and 1 Close Action armament.

B Space Stations are armed with 1 Laser armament (Burnthrough 4) and 1 Close Action armament.



Scenario 2

Defense Relay

Situation

Commanders are to proceed and secure a valuable defence relay to allow for safe progression of the main fleet to deployment zones for landing of troops. Priority is to be given to the capture of Comms Station Sectors to assist with system invasion.

Approach

Column

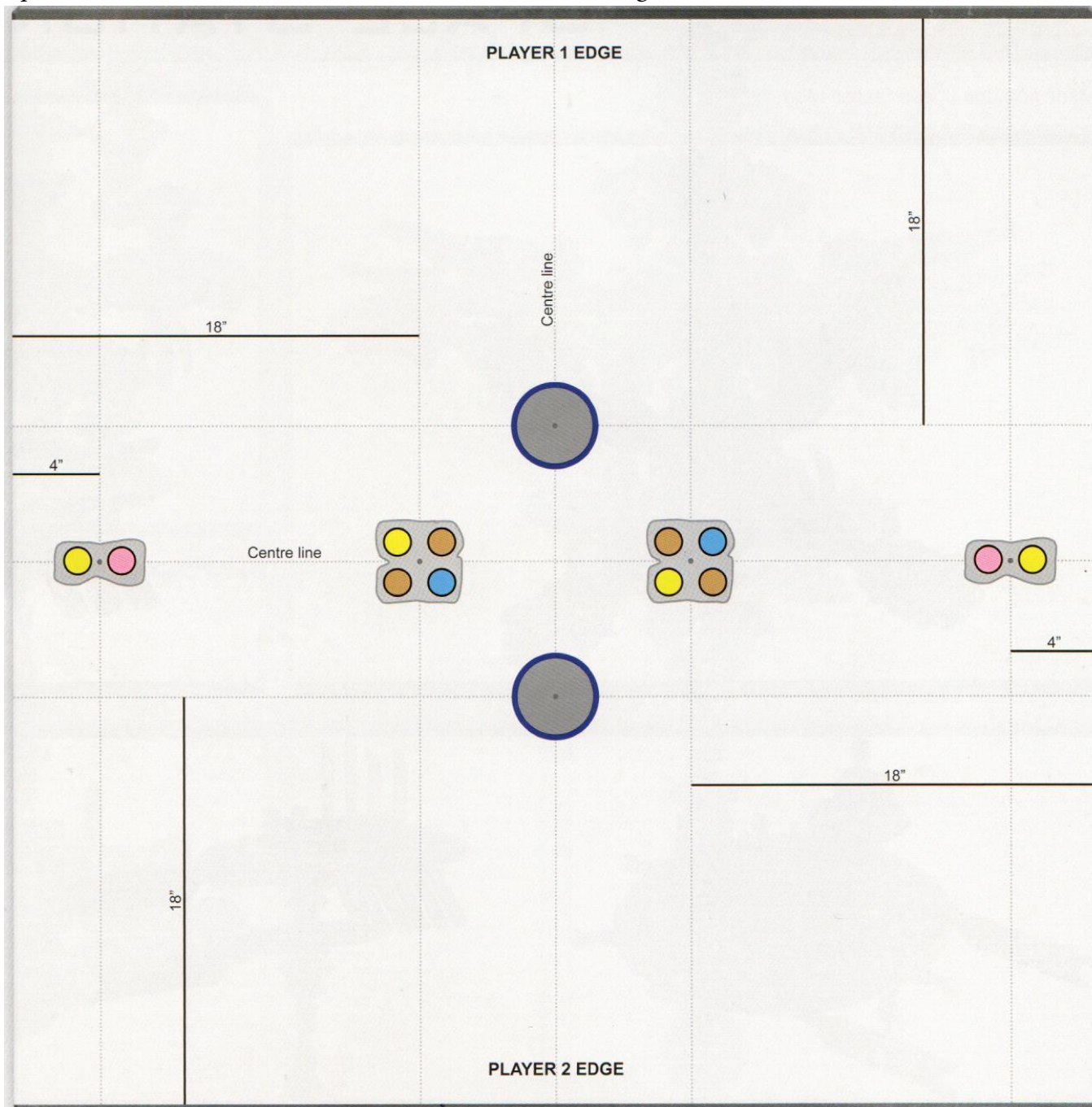
Duration

6 Turns

Victory Conditions

Space Stations score as Medium Clusters and Critical Locations. Clusters score as Critical Locations. You lose 4 VP for destroying a Comms Station sector and at turn 6 (or 4 if time does not allow) you gain an additional 5 VP for each Comms Station sector you control.

Space Stations are armed with 1 Laser armament (Burnthrough 4) and 1 Close Action armament.



Scenario 3

Mixed Engagement

Situation

Commanders hostilities over this world are centered around militarily significant Space Station and their ground based supply clusters. Capture these vital location to ensure safe deployment in later missions.

Approach

Distant

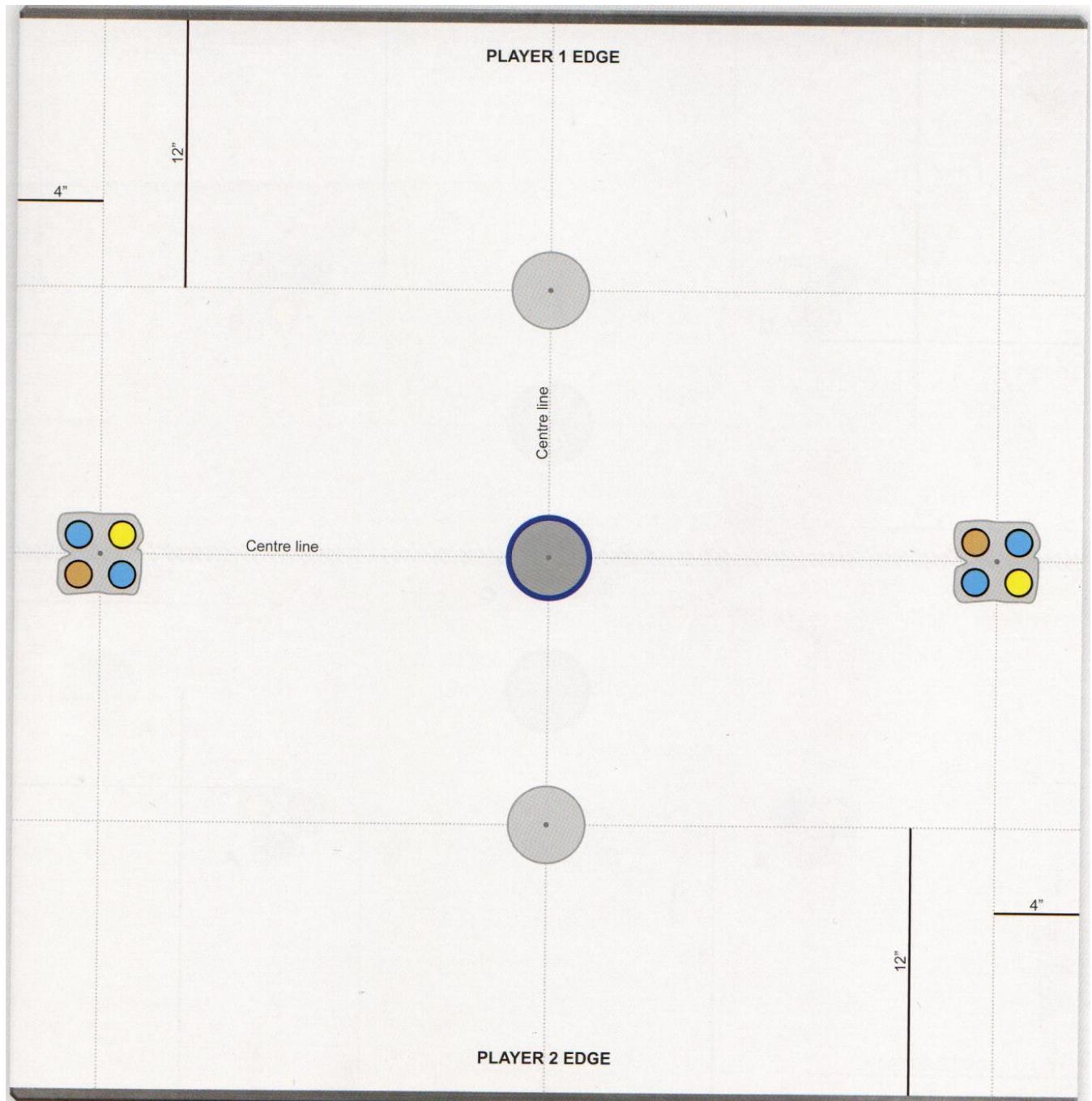
Duration

6 Turns

Victory Conditions

Space Stations score as Medium Clusters and Critical Locations. Clusters score as Critical Locations.

Space Stations are armed with 1 Laser armament (Burnthrough 4) and 1 Close Action armament.



Scenario 4

Grid Control

Situation

Congratulations Commanders, orbital superiority has been achieved and now when can commence ground deployment. This region contains vital complex grids of defense weapons, manufacturing areas and military complexes. This area must be secured or destroyed to prevent an enemy counter attack.

Approach

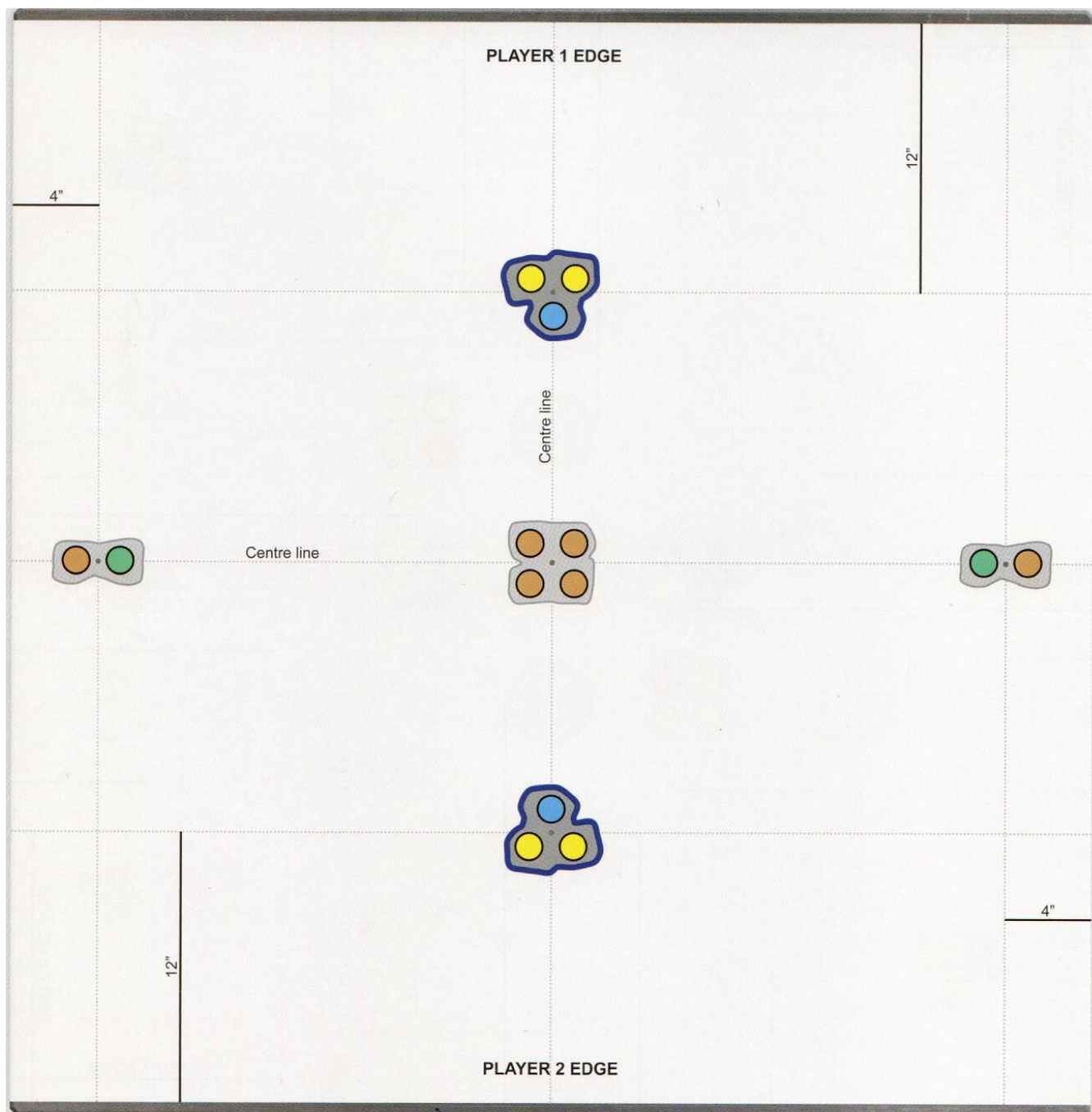
Column

Duration

6 Turns

Victory Conditions

Clusters score as Critical Locations. Clash clusters score double as Clusters and Critical Locations



Scenario 5

Take and Hold

Situation

Commanders, many lives have been lost to bring us to this point so lets get the boots on the ground and secure this vital landing site. Cleanse the ground of our sworn enemy and purge the skies of any who dare to defy our victory.

Approach

Column

Duration

6 Turns

Victory Conditions

Clusters score as Critical Locations.



Tournament Result Form

Player Name		Army	
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Game #	Tournament pts	Kill pts	(+/-) Bonus Tournament pts	Total Tournamentpts (TP +/- Bonus TP)	Opponents Name
1					
2					
3					
4					
5					

VP Difference	Game Points Scored
0	10 - 10
1	11 - 9
2	12 - 8
3	13 - 7
4	14 - 6
5	15 - 5
6+	16 - 4

Winners Kill Point Difference	Bonus Game Points Score
0-499	1
500-799	2
800-999	3
1000+	4



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