BrisCon Tournament Pack 2019

Dropfleet Commander is coming back to BRISON for 2019 for a two-day event over the weekend of Saturday 27th and Sunday 28th April. You will command fleets consisting of 1500 points of warships fighting epic space battles and manoeuvring strike craft to deploy ground forces to strategic locations across the planet surface. This event is for all skill levels whether it is your first tournament or are a tournament veteran. By playing in this event you will be joining a friendly community of players who are all looking to enjoy playing this fantastic game. Event organisers can be contacted at dfcbriscon@gmail.com or you can join the Oceania Dropzone and Dropfleet Commander facebook group where there will be regular updates in the lead-up to BRISCON 2019.

This year there will be several alterations to the normal tournament points, game times and scoring. The point cost has been increased to encourage the inclusion of the recent releases (i.e. dreadnaughts) and to provide different list configurations. Due to this and to enable games to go to turn 6, the time for games has been extended to 3 ½ hours. Additionally, scoring has been changed to take into account kill points. This will hopefully encourage lists that are not just tailored to a turn 4 alpha strike with drop spam. Unfortunately, due to the extended game times there will only be 3 games over the weekend due to venue open timings.

Tournament Information

Dropfleet tournament is held at BRISCON 2019 with 3 games set at 1500 points at clash size battles over two day on the Saturday 27th and 29th April 2019.

Where: Mt Gravatt Showgrounds 1644 Logan Road, Mount Gravatt, QLD, 4122

When: Saturday 27th and Sunday 28th April 2019

Points: 1500 points at Clash size battle

Cost: BRISCON registration plus $10 – total $50 for the weekend for this two-day tournament. Match ups which will be done using Swiss draw system after the first mission

Awards for the event are: 1st place, 2nd place and 3rd place and Best Painted by popular vote.

Payments must be made prior to Midnight Friday 13th April 2019. Payment can be made via the Briscon Tournament webpage at http://www.briscon.com.au/tournaments.html

Saturday 27th April 2019

08:30 – 09:00 – Registration

09:00 – 1230 –Game 1

12:30 – 13:30 – Lunch

13:30 – 17:00 –Game 2

Sunday 28th April 2019

08:30 – 09:00 – Venue open

09:00 – 12:30 –Game 3

12:30 – 13:00 – Lunch

13:00 – Results and awards

Fleet Lists

1500 points at Clash level with Command Cards.

DFList is an online list creator and is an excellent aid to create your army list: http://dflist.com/#/

Send your army list to dfcbriscon@gmail.com by Midnight Friday 19th April 2019.

Painting, Modelling and Conversions

Kit-bashed ships and conversions are perfectly fine as long as the model is recognisable as the correct ship class and if concerned place ship name on base of model. Conversions should use TT Combat parts as the majority. Discretion is left up to the tournament organiser on the day to judge what is and isn't acceptable. To encourage participation, there will not be any painting requirements in place, but instead there will be a Best Painted Competition throughout the tournament.

What players need to bring:
- Models to represent their 1500pt fleet
- Command Cards for their faction
- Activation cards
- At least 2 copies of their Fleet list
- Dropfleet Commander Rulebook plus latest FAQ and errata and any relevant rules for newer ships they are using
- Dice and a Tape Measure
- All relevant tokens for playing the game
- Superglue, for emergency repairs.

Sportsmanship

Wargames are a social contract where two people get together to play a game and have fun. So please bring a good sense of sportsmanship and fun. Naturally, approach the TO if you have any concerns about your opponent or the game you're playing. Cheating or bad behaviour will not be tolerated and may result in disciplinary action, up to being asked to leave in extreme cases. Rule Disputes Try to discuss it calmly and rationally with your opponent but feel free to call the TO over to make a ruling. Note the FAQs and Errata that Hawk have released as these can help work out how to apply the

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Scoring

Players should score their matches on Turns 4 and 6 using the Standard victory points system, making a note of total Kill Points gained on Turn 6 as well. Both players also gain bonus victory points scored on turn 6 only, detailed below:

Kill Point Difference	Victory Points
0-149	+0 VP
150-299	+2 VP
300-449	+4 VP
450-599	+5 VP
600-749	+6 VP
750-899	+7 VP
900-1049	+8 VP
1050-1199	+9 VP
1200-1500	+10 VP

The following also still applies:

- Clusters drop by one scoring level per sector destroyed, to a minimum of Small
- All sectors have Value 1, to simplify scoring
- Ships of Hull 3 or less cannot contribute their tonnage to Critical Locations.
- Critical Locations being worth 2VPs.

For a scoring system, Tournaments are best organised on a 20-0 system, whereby player's victory points in games are converted to a score out of a combined total of 20 for the game. This creates a balanced system for scoring the players overall.

When the games are over, each player should work out their victory points and kill points they have scored. Total their victory points and work out the difference between them. The difference between the two totals is then compared to the chart below, and those are the tournament points each player receives.

Victory Point Difference	Tournament Points (Winner-Loser)
0-2	10-10
3-5	11-9
6-8	12-8
9-11	13-7
12-14	14-6
15-17	15-5
18-21	16-4
22-24	17-3
25-27	18-2
28-30	19-1
31+	20-0

After the first mission, players will be arranged by tournament points, then kill points and then victory points using a Swiss draw system.

If there are an odd number of players during the tournament the TO will use the below list to ensure even numbers for the event. -------------------------------------

Briscon list - 1487pts

UCM - 6 launch assets

SR12 Vanguard battlegroup (209pts)

1 x Centurion - 145pts - H

+ UCM Commodore (20pts, 3AV)

2 x New Orleans - 64pts - L

SR12 Vanguard battlegroup (209pts)

1 x Centurion - 145pts - H

2 x New Orleans - 64pts - L

SR12 Line battlegroup (334pts)

1 x Seattle - 132pts - M

1 x Seattle - 132pts - M

2 x Toulon - 70pts - L

SR14 Line battlegroup (313pts)

2 x New Cairo - 176pts - M

3 x Toulon - 105pts - L

1 x New Orleans - 32pts - L

SR9 Pathfinder battlegroup (240pts)

3 x Santiago - 66pts - L
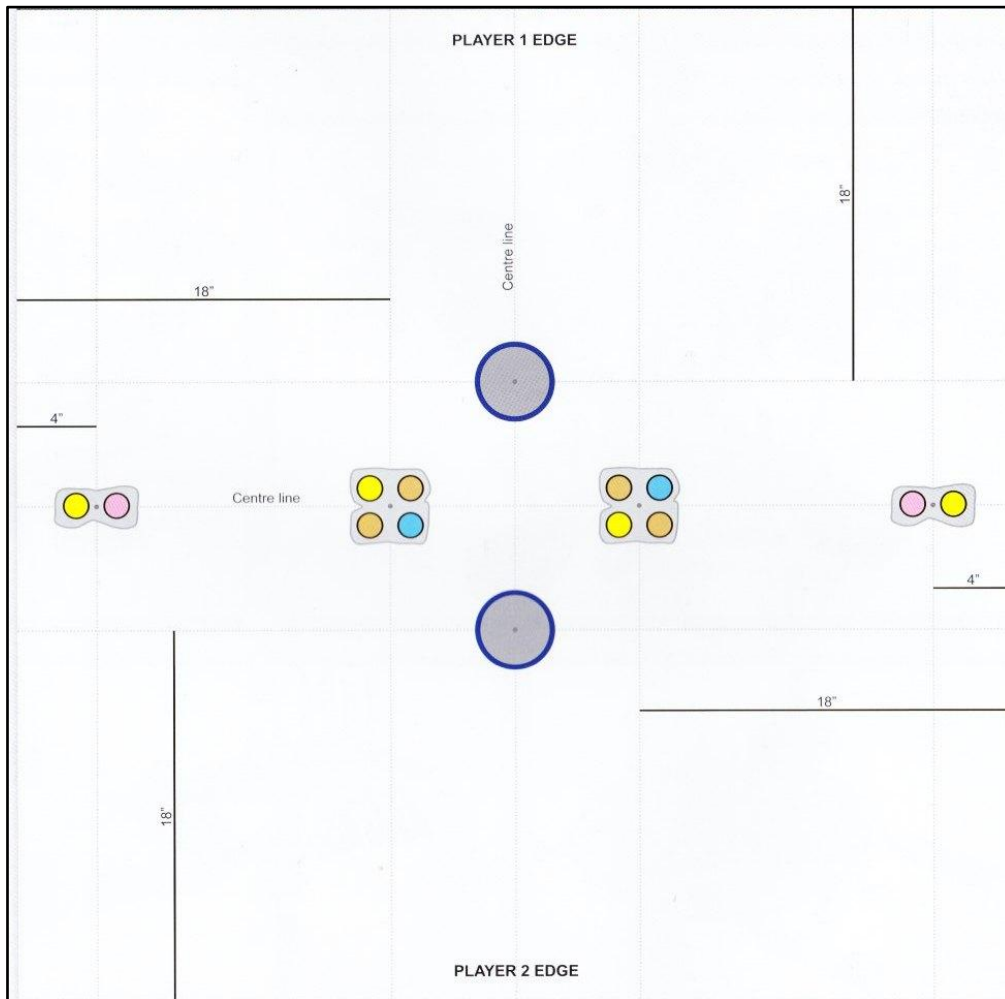
2 x Santiago - 44pts - L

2 x Kiev (exp.) - 130pts - L2

SR5 Pathfinder battlegroup (162pts)

2 x Kiev (exp.) - 130pts - L2

1 x New Orleans - 32pts - L

Mission 1: Defence Relay

Approach: Battleline. All Battlegroups begin off the table, but can be activated in the same wat as a Battlegroup already on the table. *Rulebook page 73*.

Duration: 6 turns

Orbital Debris: As per the map

Victory Conditions: Clusters using Standard Scoring & Critical Locations on turns 4 and 6 at the end of the Roundup Phase

Cluster Size	Hold	Contest
Small	2 VP	0 VP
Medium & Space Stations	3 VP	1 VP

You lose 4 Victory Points for destroying a Comms Stations Sector, however if you contol a Comms Station Sector on turn 6 then you gain an additional 5 Victory points for each one you control.

The Space stations are armed with 1 Burn through armament, 1 Mass Driver armament and 1 Close Action armament

Mission 2: Grid Control

Approach: Column. All Battlegroups begin off the table. On Turn 1, two Battlegroup of your choice must be activated and move on. On Turn 2, two more Battlegroups of your choice must be activated and move on. *Rulebook page 73.*
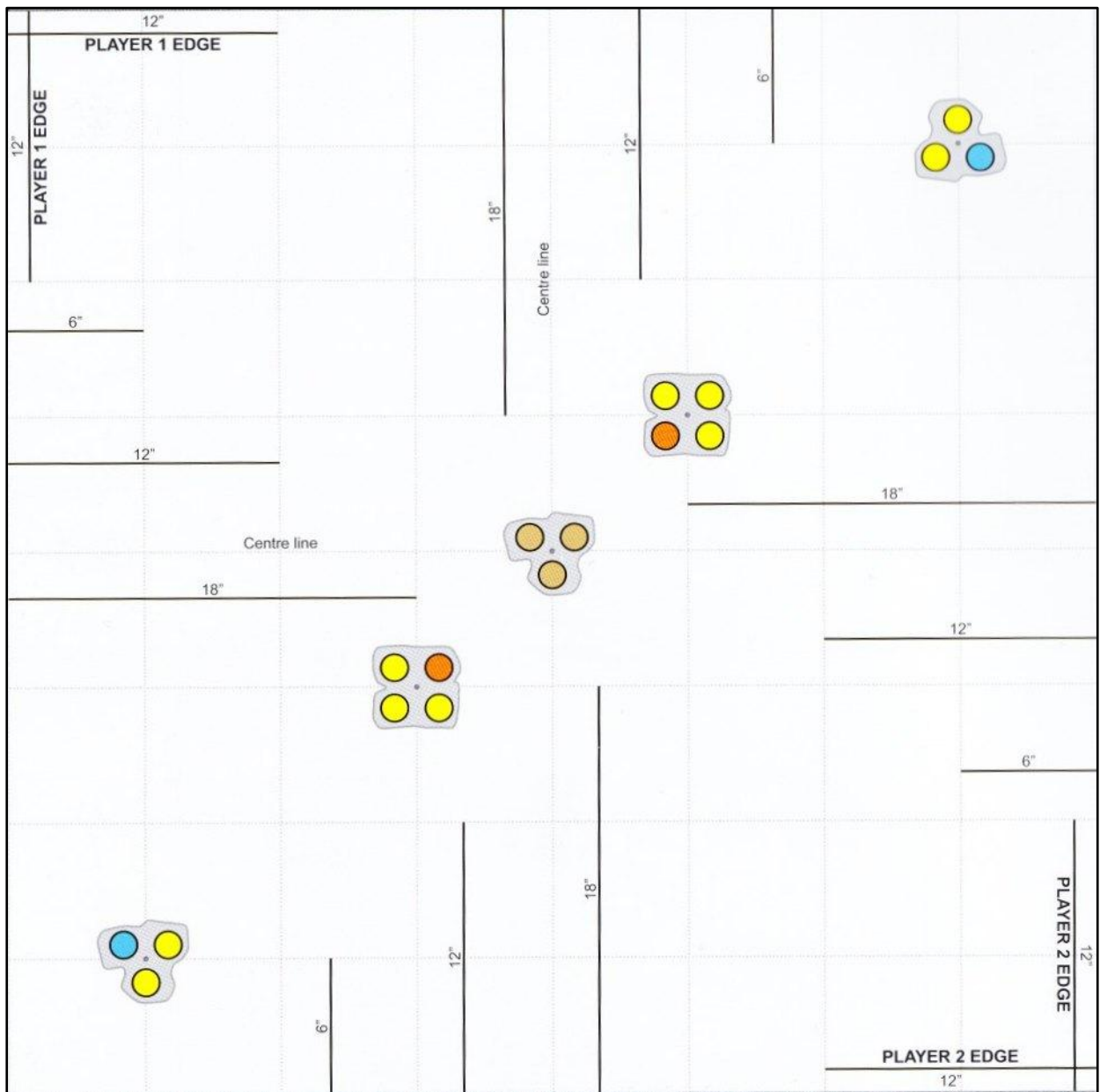
Duration: 6 turns

Orbital Debris: As per the map

Victory Conditions: Clusters using Standard Scoring & Critical Locations on turns 4 and 6 at the end of the Roundup Phase. All Clusters count as Critical Locations.

Cluster Size	Hold	Contest
Small	2 VP	0 VP
Medium	3 VP	1 VP

In order to hold a Critical Location, you must have more Tonnage Value within 6 inches of the centre of the cluster and in low orbit than your opponent. Tonnage: Light – 1, Medium – 5 & Heavy – 10. The player holding a Critical Location scores 2 VP.

Mission 3: Power Grab

Approach: Column. All Battlegroups begin off the table. On Turn 1, two Battlegroup of your choice must be activated and move on. On Turn 2, two more Battlegroups of your choice must be activated and move on. *Rulebook page 73.*

Duration: 6 turns

Orbital Debris: As per the map

Victory Conditions: Clusters use Standard Scoring and Critical Locations. Clusters contain Power Plants are worth double Victory Points but nothing if the Power Plant is Destroyed

Cluster Size	Hold	Contest
Medium	3 VP	1 VP
Large	4 VP	2 VP

Scoring on turns 4 and 6 at the end of the Roundup Phase