

BATTLE FOR EARTH

Briscon Tournament Pack 2020



Dropfleet Commander is coming back to BRISCON for 2020 for a two-day event!! Over the weekend of Saturday 18th and Sunday 19th of April you will command fleets consisting of 1250 points of warships. In this event you will be 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 you 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 gaflett87@hotmail.com . Alternatively, you can join the Oceania Dropzone and Dropfleet Commander facebook group where there will be regular updates in the lead-up to BRISCON 2020.

Tournament Information

Battle for Earth is a Dropfleet tournament held at BRISCON 2020 with 5 games set at **1250 points** at **clash size** battles over two days on the **Saturday 18th and 19th of April 2020**.

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

When: Saturday 18th and Sunday 19th April 2019

Points: 1250 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 randomly generated for first game and then generated using Swiss draw system.

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 10th April 2019**. Payment can be made via the **BRISCON** Tournament webpage at <http://www.briscon.com.au/tournaments.html>

Tournament Organiser: Geordie Flett - dfcbriscon@gmail.com
gaflett87@hotmail.com

Tournament Schedule	
Saturday	
8:30am	Players can enter the building
8:45m	TO gives briefing and announces match ups
9:00 – 11:30pm	MISSION 1 – GRID CONTROL
11:30 - 12:00pm	Lunch
12:00pm – 2:30pm	MISSION 2
2:30pm – 5:00pm	MISSION 3
5:00pm	End of day 1

Sunday	
8:30am	Players can enter the building
8:45am – 11:15pm	MISSION 4
11:15 - 12:00pm	Lunch
12:00pm – 2:30pm	MISSION 5
2:30-3:00pm	Players pack up while TO calculates results *TERRAIN/TABLES MUST BE PACKED AWAY BEFORE PRIZES ARE GIVEN
3:15pm	Prize presentation
3:30pm	End of day 2

Fleet Lists

1250 points at Clash level with Command Cards

This online list creator is an excellent aid to create your army list: <http://dflist.com/#/>

Send your army list to dfcbriscon@gmail.com by **Friday 10th April 2020**.

Painting, Modelling and Conversions

Conversions are perfectly fine as long as the model is recognisable as the correct ship class. 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 1250pt 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/ TTCCombat have released as these can help work out how to apply the rules.

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 points

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
1200-1250	+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 a balanced competitive list played by the TO will be used to ensure even numbers for the event.

Acknowledgements

Many thanks to **Adrian Stacey** for allowing me to use his Cancon Tournament players pack as a template for this pack.

Mission 1: 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

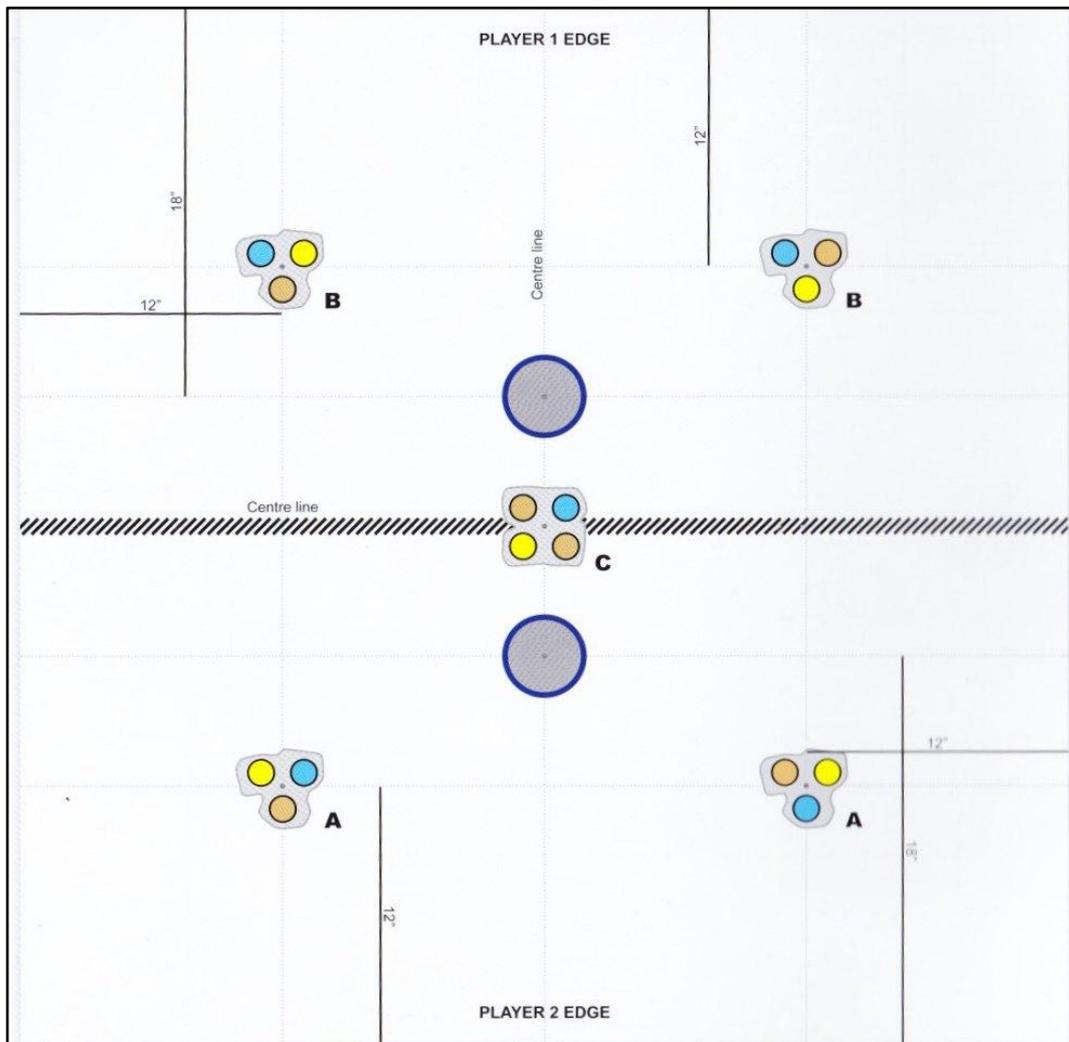
Orbital Debris: As per the map

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 2: Erupting Battlefront



Approach: Rapid Response: On turn 1, one Battlegroup of your choice must activate and move on. On turn 2, each remaining Battlegroup will activate on a roll of 4+. On turn 3, each remaining Battlegroup will activate on a roll of 2+. On turn 4, all remain Battlegroup move on. *Rulebook page 73.*

Duration: 6 turns

Orbital Debris: Planetary Ring

Victory Conditions:

Player 1: Gains 1 VP for each Sector in B Cluster destroyed, B Clusters are Critical locations and A Clusters follow standard scoring.

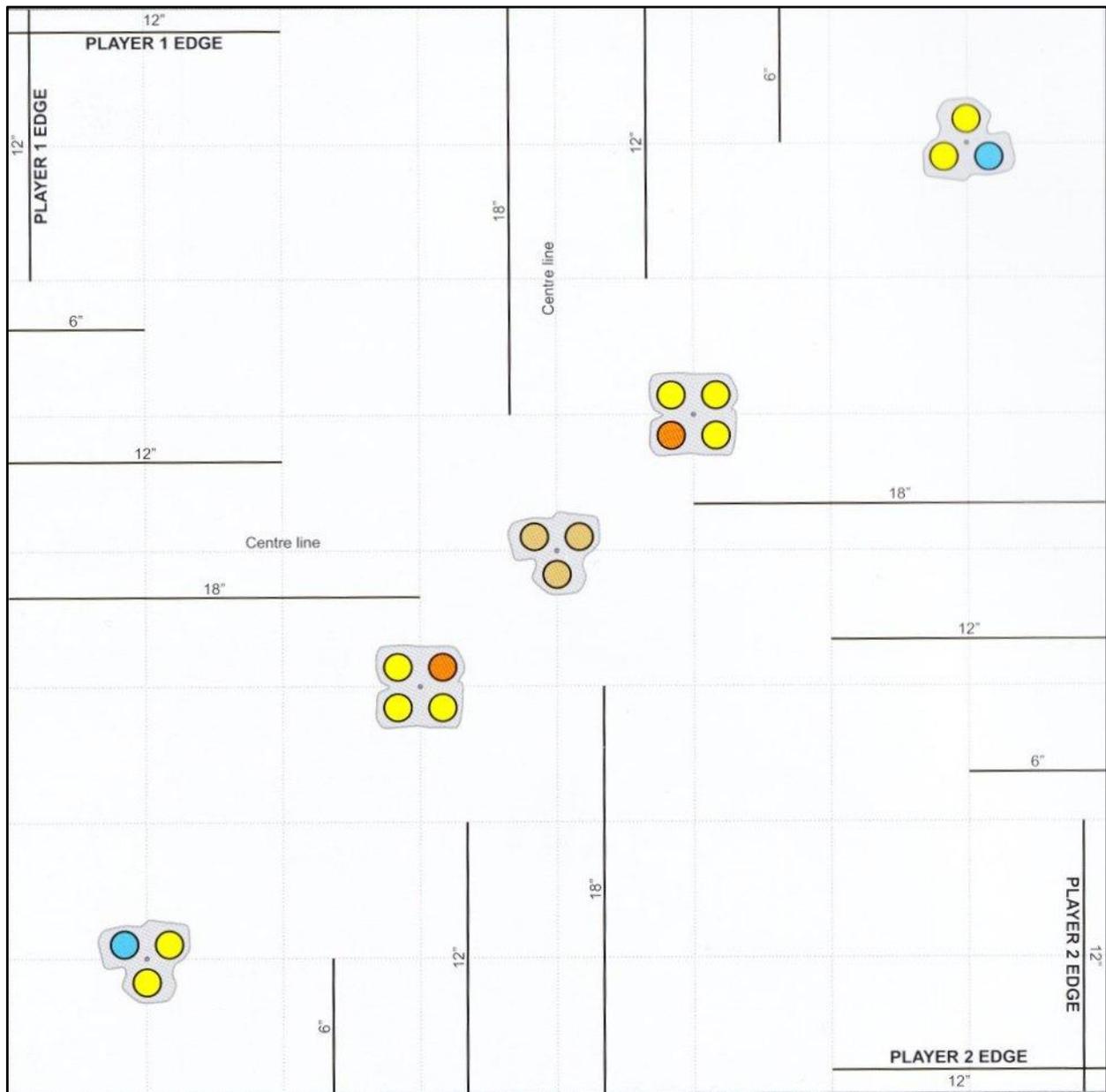
Player 2: Gains 1 VP for each Sector in A Cluster destroyed, AB Clusters are Critical locations and C Clusters follow standard scoring.

Both Players: C Clusters and Space Stations are Standard Scoring and Critical Locations

Cluster Size	Hold	Contest
Medium & Space Stations	3 VP	1 VP
Large	4 VP	2 VP

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

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

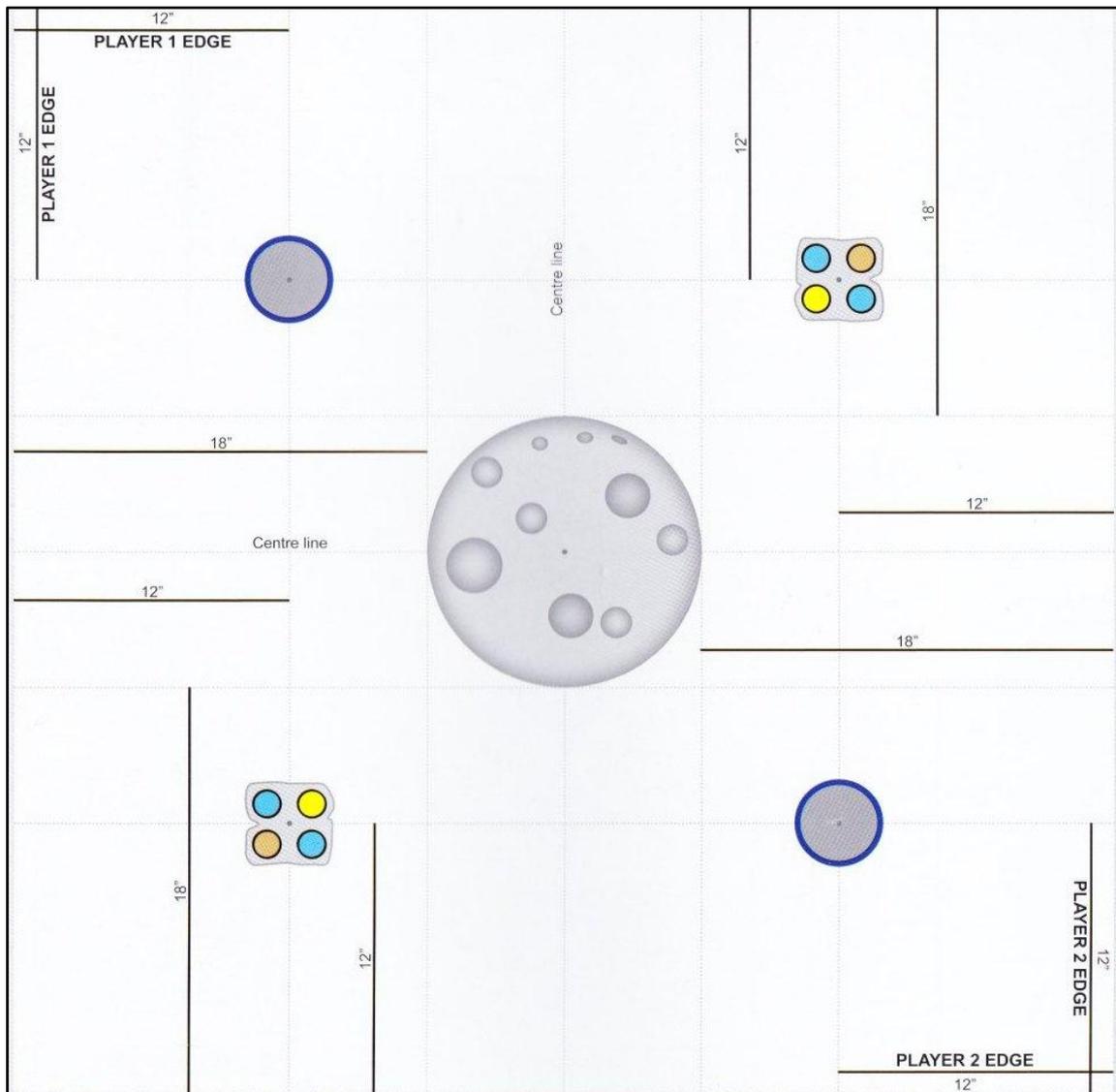
Orbital Debris: As per the map

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

Mission 4: Moonshot



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

Duration: 6 turns

Orbital Debris: As per the map

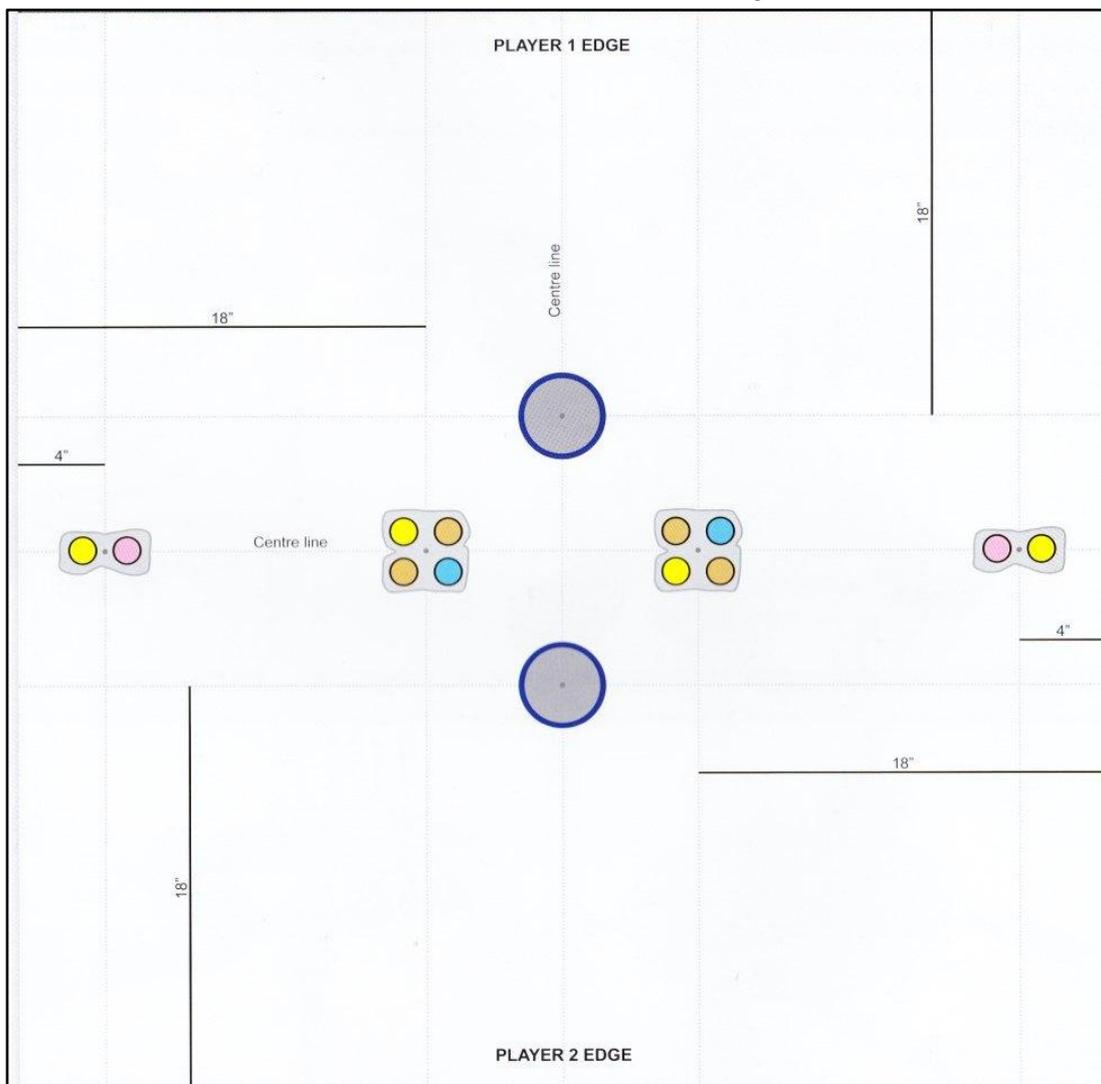
Victory Conditions: Clusters using Standard Scoring & Critical Locations on turns 4 and 6 at the end of the Roundup Phase

Cluster Size	Hold	Contest
Medium & Space Stations	3 VP	1 VP

In addition, players are awarded Victory Points for the following Kill Points:

Kill Points	Victory Points
500+	2 VP
750+	3 VP
1000+	5 VP

Mission 5: Defence Relay



Approach: Battleline. All Battlegroups begin off the table, but can be activated in the same way 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 control 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