

THE OFFICIAL
TOURNAMENT PACK FOR
DROPZONE COMMANDER
INVASION 2014 EDITION



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INTRODUCTION

The Invasion 2014 Edition is the official tournament pack provided by Hawk Wargames as a framework for a series of Dropzone 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.

Dropzone Commander has been designed as a fun and tactical system, and while this pack should be used as a base, Tournament Organisers are welcome to customise this pack to create their own unique events!

PLAYER RESPONSIBILITIES

LOGISTICS

Players participating in an Invasion 2014 event must bring all their own models, dice, measuring devices, command 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 army list, complete with points costs, to the tournament. The army list points cannot exceed the points 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 & MODELLING

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 miniatures, or inappropriately based models are not permitted. Models that have not yet been released to the general public at the time of the event are not permitted.

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 Invasion 2014 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.

- Firstly, any conversion must contain the majority of parts from a Hawk Wargames model.
- Secondly, the end result of any conversion must be easily identifiable as the intended miniature and accurately represent its weapons.

SPORTSMANSHIP

A fair and honest approach is essential to ensure that everyone enjoys playing Dropzone 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 ORGANISER 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 Dropzone Commander tournament is variable and dependent upon the length of time the tournament runs over.

No. of Days	Rounds
1	3 round event
2	5 round event
3	8 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, BATTEGROUPS AND TABLE SIZE

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 finish the turn they are on and then calculate the result of the game. We recommend 1500pts, as this is our current standard tournament size.

Game Size	Points	Round Length (minutes)	No. of Battlegroups	Table Size
Skirmish	500-999	60	5	4' x 4'
Clash	1,000	90	6	4' x 4'
Clash	1,500	120	6	4' x 4'
Battle	2,000	150	7	4' x 6'
Battle	2,500	180	7	4' x 6'
Battle	3,000	210	7	4' x 6'

SCENARIO SELECTION

The Invasion 2014 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 Dropzone Commander and it is the responsibility of the Tournament Organiser to ensure that every table is well laid out and balanced for both parties. As a rough guide, a 4' by 4' table should contain between 10 and 15 buildings (or alternative building replacements such as dense forests) and a 6' by 4' table should contain 15 to 20 buildings. When placing scenery the TO should ensure that each building is at least 3 inches away from each other and that they are suitably placed to accommodate the objectives of each scenario.

A number of scenarios require that buildings 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.

It is essential that buildings containing objectives are placed equally around the table and that buildings placed either side of the centre line have the same number of damage points and equal armour values.

BUILDING DAMAGE POINTS

Buildings in Dropzone Commander have varying levels of damage points based upon their size. The Tournament Organiser should ensure that they have clearly stated the number of damage points each building has before the tournament begins. We would suggest that you use the following damage points for buildings from the Cityscape/Ruinscape card scenery products, which are ideal for tournament play.



Large Building: 30 Damage Points



Medium Building: 20 Damage Points



Small Building:
10 Damage Points

EXCEPTIONAL GROUND BONUS

As stated in the main rules, this bonus only applies to units that spend their entire movement phase on such terrain and in the case of the Cityscape or Ruinscape Terrain packs, it only applies to the roads. (Refer to page 29 in the Dropzone Commander 1.1 Rulebook.)

FOCAL POINTS

With the Scoring System used below there is a slight change to the focal point rules. (This has been changed to allow the average points gap between winners and losers of games containing Focal Points to match other scenarios more closely.) Instead of the focal point awarding 2 additional victory points to the player with the most units in points cost within 6", they only receive 1 additional point. This is in addition to the 1 victory point that is available to both players for having a any units within 6" (excluding aircraft or units within aerial transports).

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.

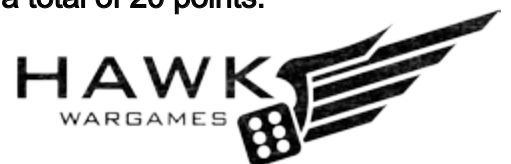
AFTER EACH GAME

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. Invasion 2014 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.

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
0-200	1
201-400	2
401-600	3
601+	4

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 looser 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 totalled correctly, both players final tournament points for the round should combine for a total of 20 points.



SCENARIOS

The following Scenarios are unmodified from the core rulebook:

- **Targets of Opportunity**
- **Recon**
- **Search**
- **Land Grab**

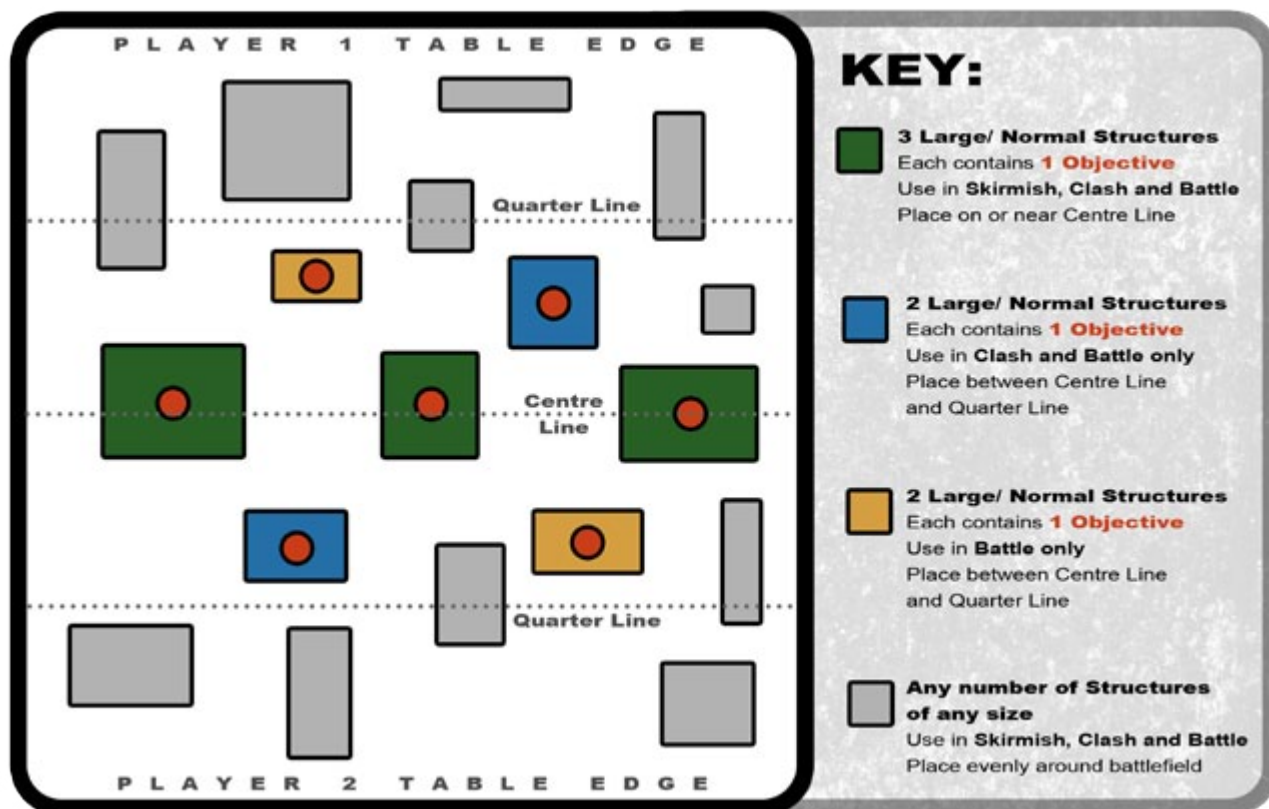
The remaining are new Scenarios specifically designed for tournaments:

- **Surging Strike**
- **Bunker Assault**
- **Military Complex**
- **Take and Extract**
- **Secure the Flanks**
- **Ground Control**

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

TARGETS OF OPPORTUNITY

Some key Objectives have been detected inside a group of Structures in the heart of the warzone. Your aim is to enter these Structures, find and seize these Objectives, and extract them before the enemy has a chance to do the same!



NUMBER OF PLAYERS: 2

ARMY ROSTER: Standard (both players)

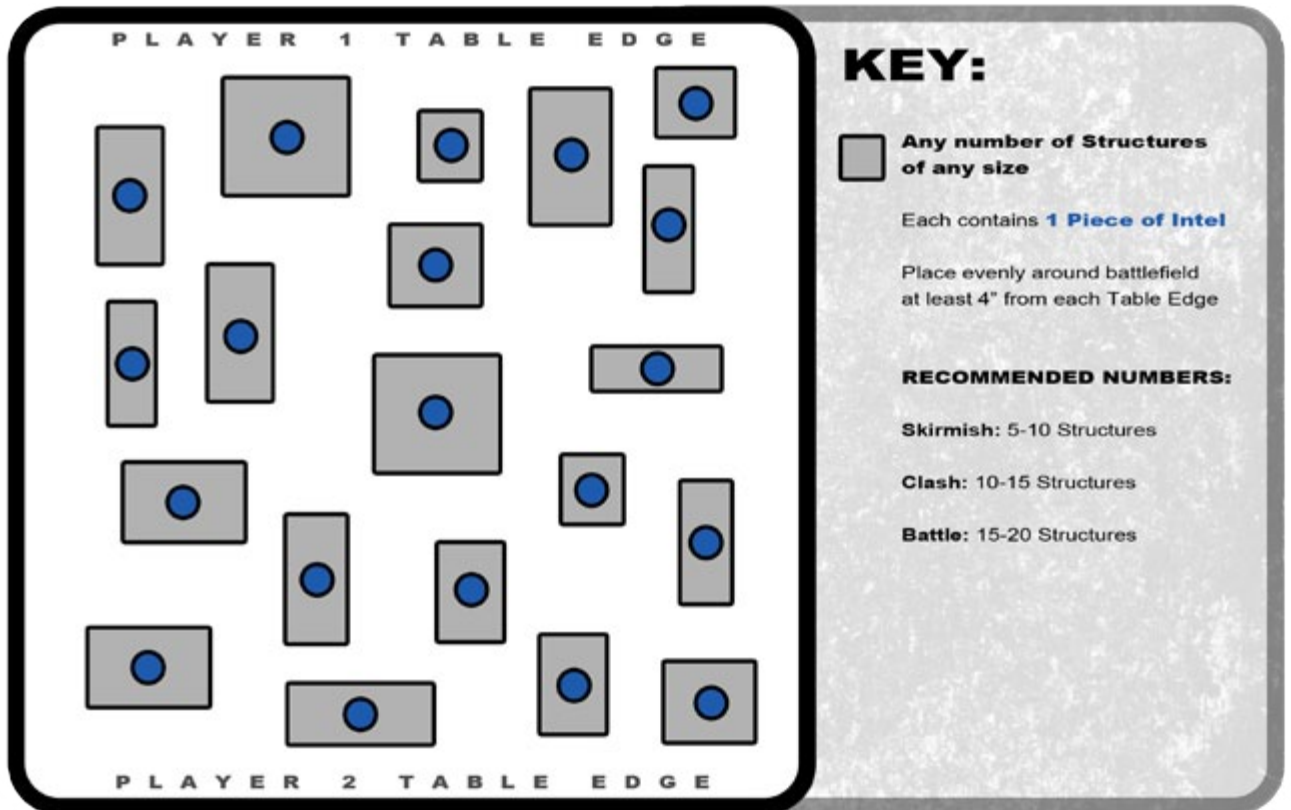
DEPLOYMENT: All Battlegroups begin the game in Readiness. Fast Mover Squads start in Reserve.

DURATION: 6 Turns

VICTORY CONDITIONS: The player with the highest number of Victory Points at the end of turn 6 wins the game. Use Kill Points to determine a victor in the event of a tie.

RECON

In the opening hours of battle, an expeditionary force has been sent to reconnoitre a promising strongpoint. This is an excellent opportunity to identify defensible buildings - the only trouble is that enemy forces are scouting the area as well!



NUMBER OF PLAYERS: 2

ARMY ROSTER: Standard (both players)

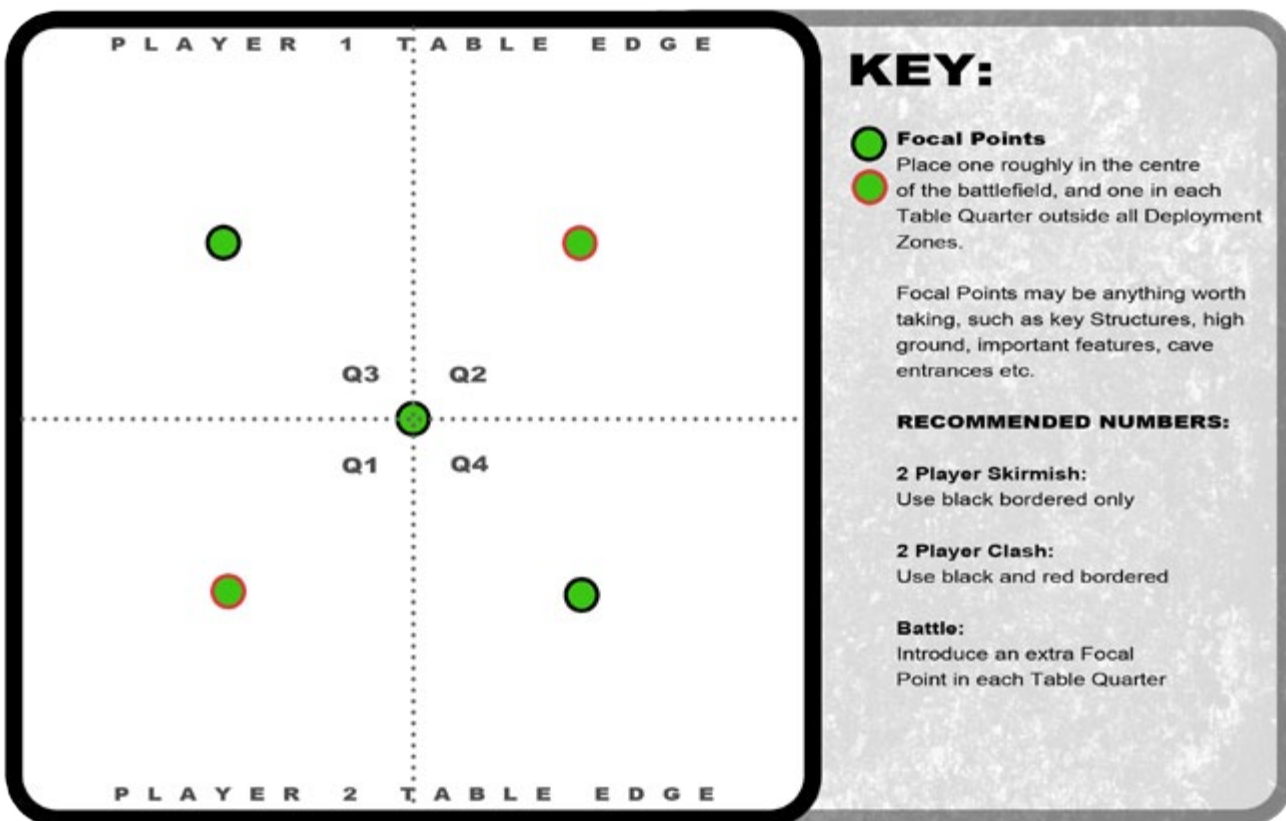
DEPLOYMENT: All Battlegroups begin the game in Readiness. Fast Mover Squads start in Reserve.

DURATION: 6 Turns

VICTORY CONDITIONS: The player with the highest number of Victory Points at the end of turn 6 wins the game. Use Kill Points to determine a victor in the event of a tie.

SURGING STRIKE

You have been tasked with driving deep into the enemy territory to occupy some crucial areas in this sector. The enemy will most likely attempt to thwart you, since holding these areas will be critical to overall victory.



NUMBER OF PLAYERS: 2

ARMY ROSTER: Standard (both players)

DEPLOYMENT: Battlegroups begin the game in readiness. Fast Mover Squads start in Reserve.

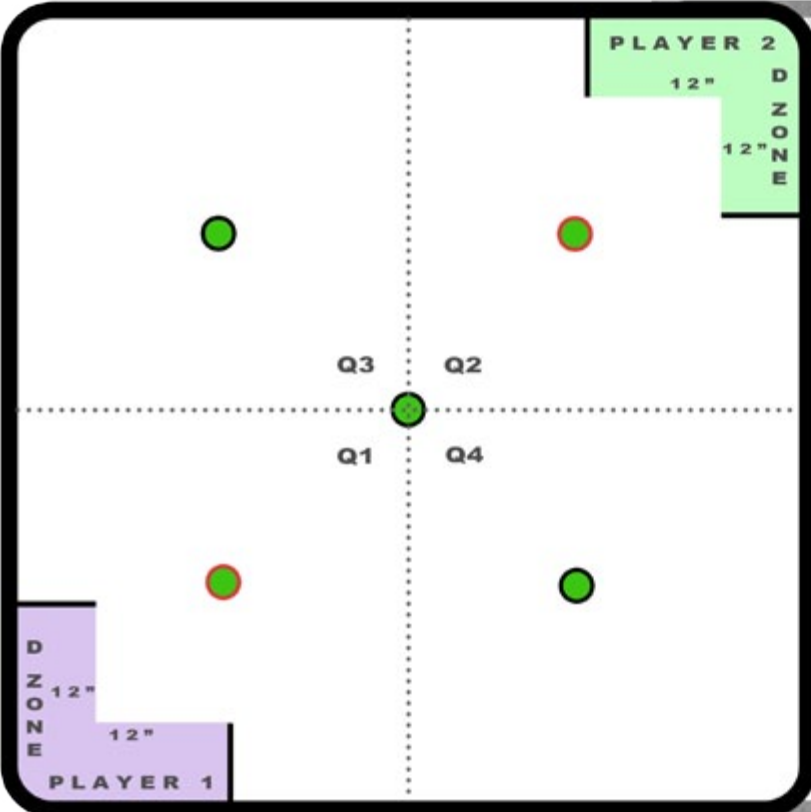
DURATION: 6 Turns

VICTORY CONDITIONS: The player with the highest number of Victory Points at the end of turn 6 wins the game. Use Kill Points to determine a victor in the event of a tie.

Surging Strike - the 2 focal points on your opponents side of the table are worth 1 Victory Point to you if you have a friendly Vehicle Unit or Infantry base within 6" (as usual). However they grant an additional 2 Victory Points if you are the player with the most units in points cost within 6" (instead of the normal 1).

BUNKER ASSAULT

You are both fighting over key planetary defences, and it is your mission to take and hold a bunker complex linked to an orbital laser. This is a high value target to capture - be prepared for enemy contact!



The diagram shows a square battlefield divided into four quadrants (Q1, Q2, Q3, Q4) by a vertical and a horizontal dotted line. A central focal point is marked with a green circle. Four other focal points are marked with red circles, one in each quadrant. Two deployment zones are shown: a purple L-shaped zone for Player 1 in the bottom-left corner and a green L-shaped zone for Player 2 in the top-right corner. Both zones are labeled '12"'. A key on the right explains the symbols and provides rules for different game modes.

KEY:

Player Deployment Zones
6" In from friendly Table Edges and up to 12" from the corner

Focal Points
Place one roughly in the centre of the battlefield, and one in each Table Quarter outside all Deployment Zones.

Focal Points may be anything worth taking, such as key Structures, high ground, important features, cave entrances etc.

RECOMMENDED NUMBERS:

2 Player Skirmish:
Use black bordered only

2 Player Clash:
Use black and red bordered

Battle:
Introduce an extra Focal Point in each Table Quarter

NUMBER OF PLAYERS: 2

ARMY ROSTER: Standard (all players)

DEPLOYMENT: All Battlegroups may Directly Deploy (remember that Squads inside aerial transports automatically start the game in Readiness in this case). Fast Mover Squads start in Reserve.

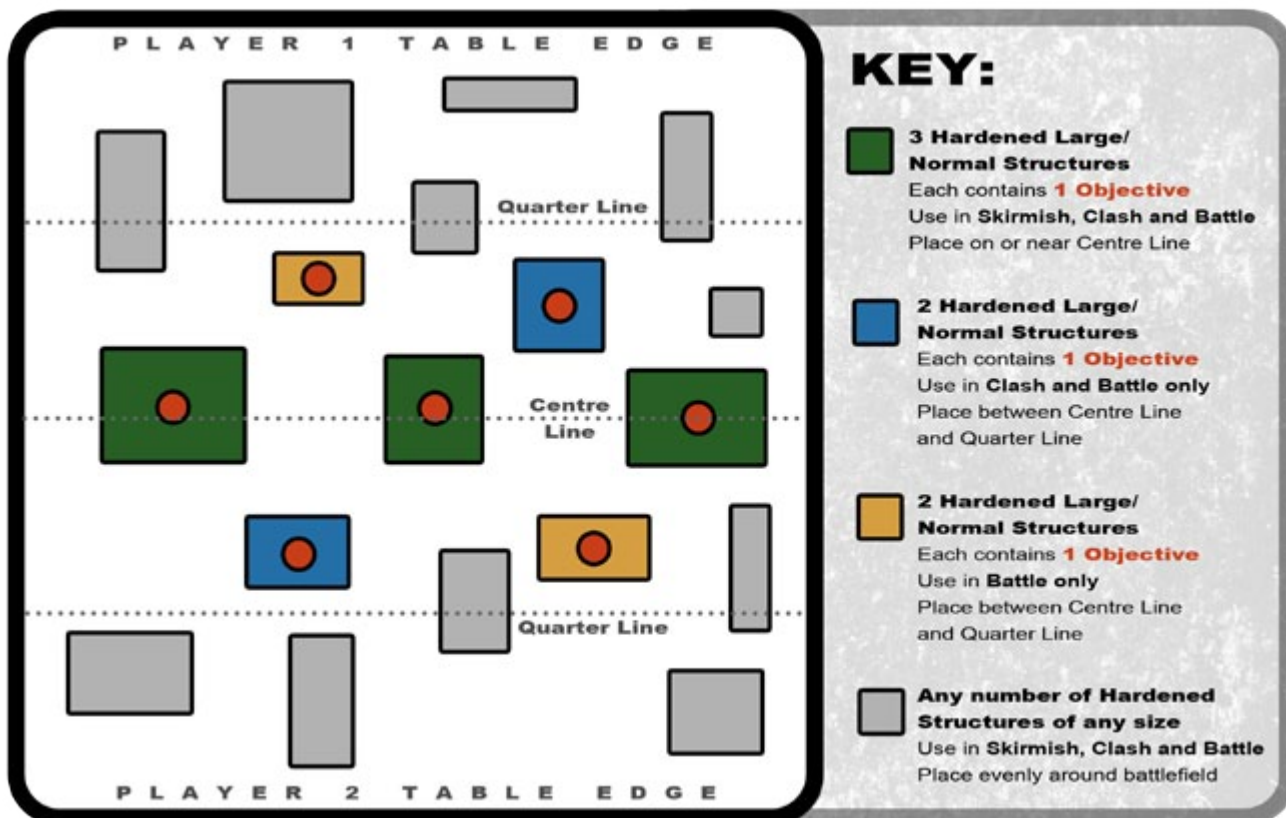
DURATION: 6 Turns

VICTORY CONDITIONS: The player with the highest number of Victory Points at the end of turn 6 wins the game. Use Kill Points to determine a victor in the event of a tie.

Bunker Assault - The 5 focal points in this scenario will be within bunkers. The bunkers can't be destroyed and are immune to falling masonry, however they can still be targeted by flame weapons as normal. Infantry inside the bunker are worth double their unit points when calculating who is in control of the focal point.

MILITARY COMPLEX

Some key Objectives have been detected inside a group of Military Structures in the heart of the warzone. Your aim is to enter these Structures, find and seize these Objectives, and extract them before the enemy has a chance to do the same!



NUMBER OF PLAYERS: 2

ARMY ROSTER: Standard (both players)

DEPLOYMENT: All Battlegroups begin the game in Readiness. Fast Mover Squads start in Reserve.

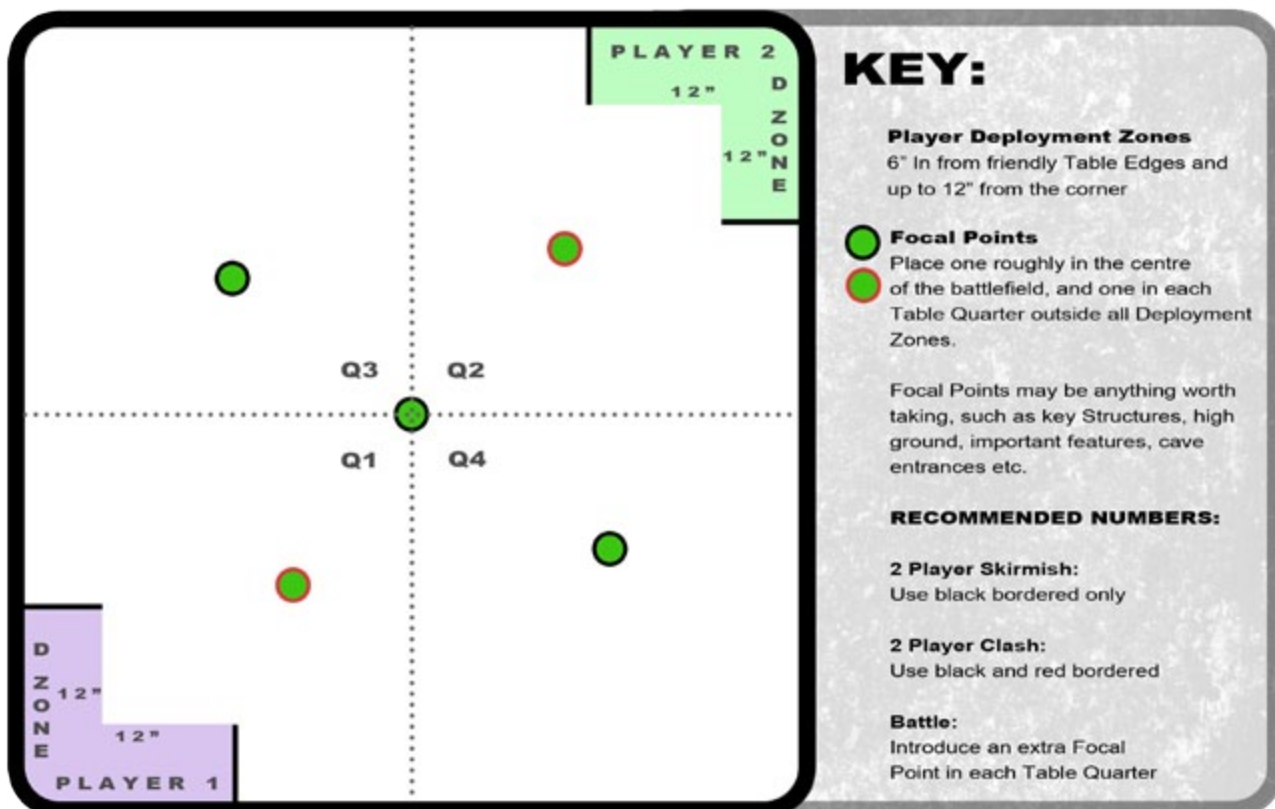
DURATION: 6 Turns

VICTORY CONDITIONS: The player with the highest number of Victory Points at the end of turn 6 wins the game. Use Kill Points to determine a victor in the event of a tie.

Due to the important nature of this sector, all buildings in this scenario are hardened, and are Armour 8.

LAND GRAB

In the midst of a larger battle, you are responsible for occupying some crucial areas in this sector. The enemy will most likely attempt to thwart you, since holding these areas will be critical to overall victory.



NUMBER OF PLAYERS: 2

ARMY ROSTER: Standard (all players)

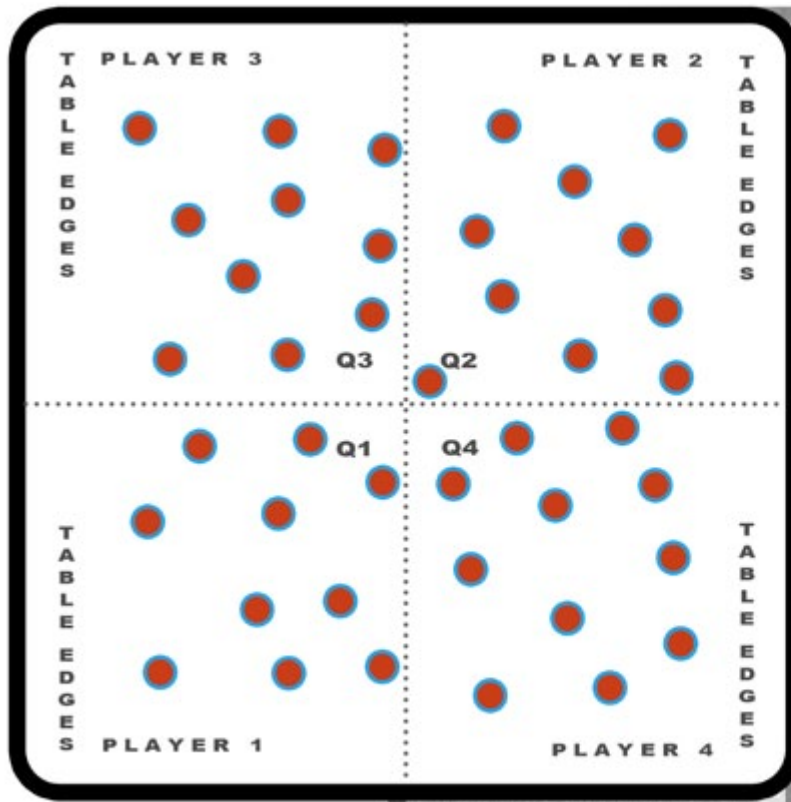
DEPLOYMENT: All Battlegroups may Directly Deploy (remember that Squads inside aerial transports automatically start the game in Readiness in this case). Fast Mover Squads start in Reserve.

DURATION: 6 Turns

VICTORY CONDITIONS: The player with the highest number of Victory Points at the end of turn 6 wins the game. Use Kill Points to determine a victor in the event of a tie.

SEARCH

A number of key Objectives are known to be located in this vicinity. The only way to find them will be to get boots on the ground for some old fashioned exploration. Once discovered, you must quickly extract these Objectives from the combat zone before the enemy claims them!



KEY:

- Possible Objective**
Place an equal number, evenly distributed in each Table Quarter, at least 6" from each Table Edge.

These may be placed in the open, inside structures or even on roofs! (max. 1 per structure). Possible Objectives placed in the open may not be within 6" of another Possible Objective.

RECOMMENDED NUMBERS:

- 2 Player Skirmish:**
20 Possible Objectives
3 Real Objectives
- 2 Player Clash and 3-4 Player Skirmish:**
32 Possible Objectives
5 Real Objectives
- 3-4 Player Clash and Battle:**
40+ Possible Objectives
7 Real Objectives

TABLE SIZE: 4'x4' minimum

NUMBER OF PLAYERS: 2-4

ARMY ROSTER: Standard (all players)

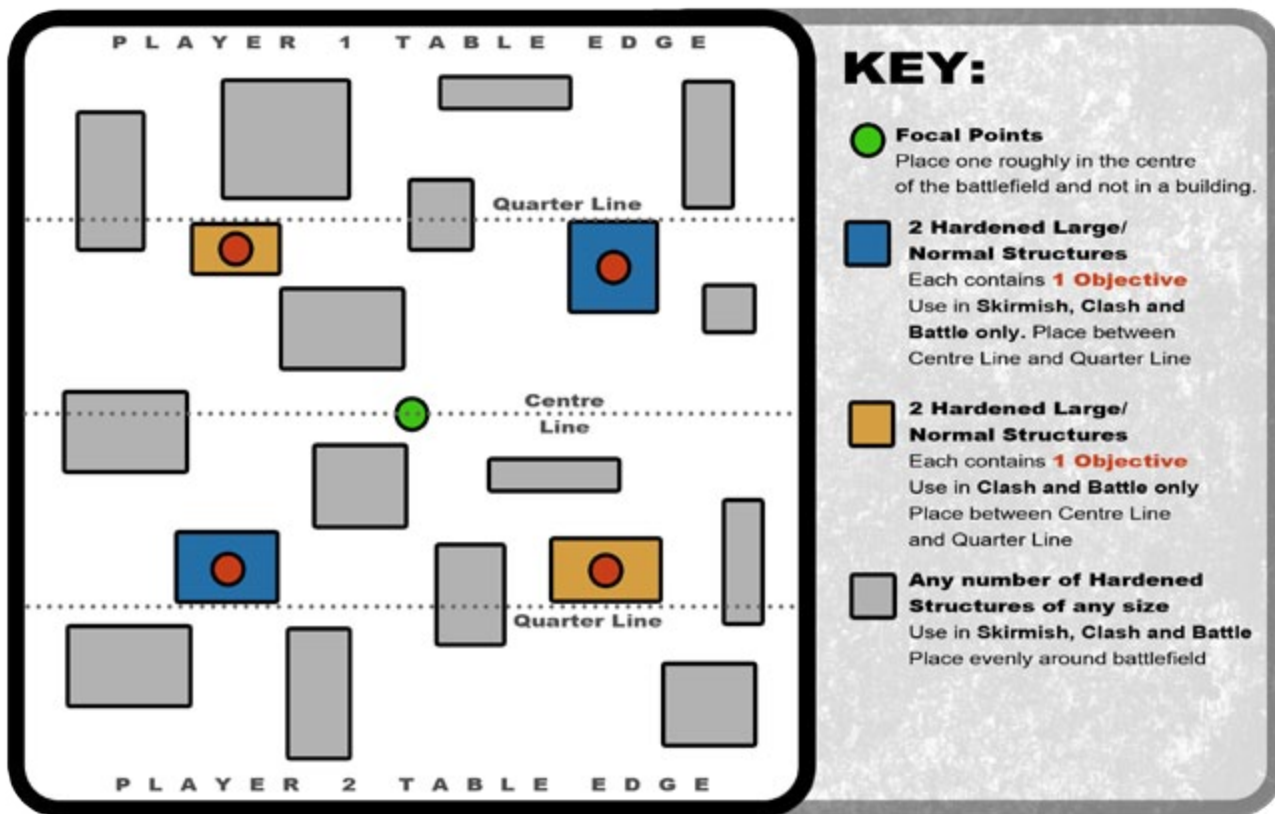
DEPLOYMENT: All Battlegroups begin the game in Readiness. Fast Mover Squads start in Reserve.

DURATION: 6 Turns

VICTORY CONDITIONS: The player with the highest number of Victory Points at the end of turn 6 wins the game. Use Kill Points to determine a victor in the event of a tie.

TAKE AND EXTRACT

Your forces are advancing and it's critical that the centre of this sector is held by friendly troops. HQ has also identified four priority objectives in the surrounding area - these should be taken and extracted from the combat zone while you secure the area.



NUMBER OF PLAYERS: 2

ARMY ROSTER: Standard (all players)

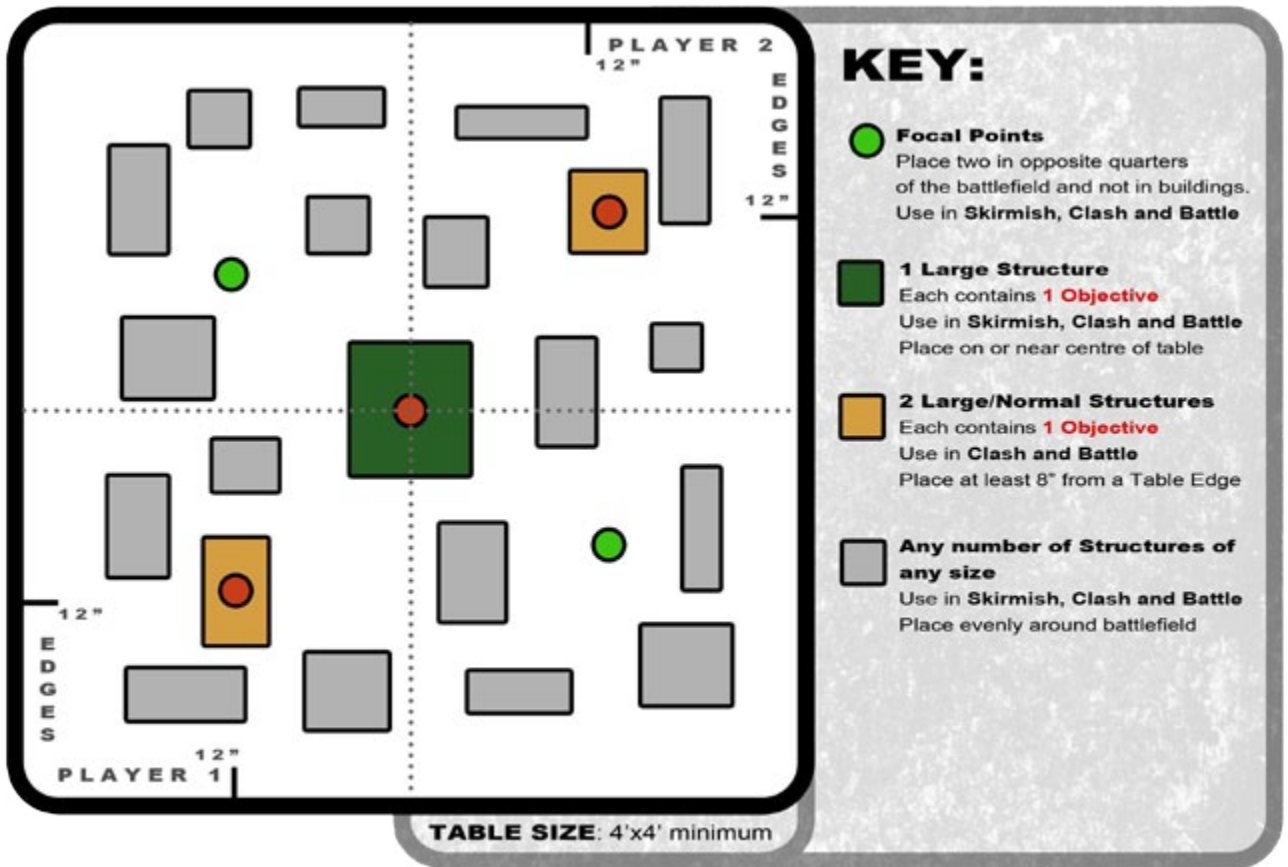
DEPLOYMENT: All Battlegroups begin the game in Readiness. Fast Mover Squads start in Reserve.

DURATION: 6 Turns

VICTORY CONDITIONS: The player with the highest number of Victory Points at the end of turn 6 wins the game. Use Kill Points to determine a victor in the event of a tie.

SECURE THE FLANKS

Opposing spearhead forces are advancing towards a group of key objectives. Holding the flanks during this engagement will be critical to victory. The centre of your force should advance towards these objectives while a portion of your army captures the flanks.



NUMBER OF PLAYERS: 2

ARMY ROSTER: Standard (all players)

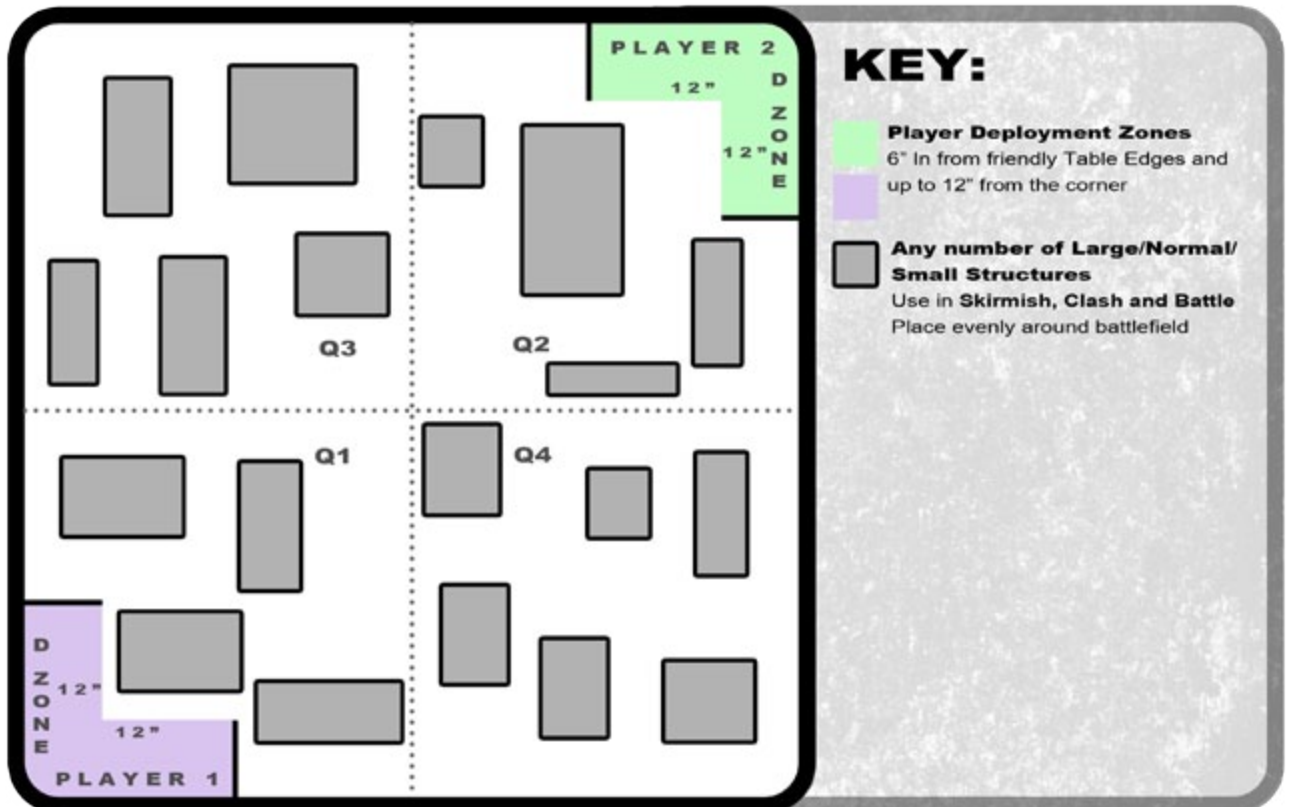
DEPLOYMENT: All Battlegroups begin the game in Readiness. Fast Mover Squads start in Reserve.

DURATION: 6 Turns

VICTORY CONDITIONS: The player with the highest number of Victory Points at the end of turn 6 wins the game. Use Kill Points to determine a victor in the event of a tie.

GROUND CONTROL

Your forward strike force has been tasked with capturing and holding as much ground in this sector as possible to prepare for the bulk landing of essential supplies and munitions. Unfortunately, an enemy formation has responded, and intends to prevent this at any cost!



NUMBER OF PLAYERS: 2

ARMY ROSTER: Standard (all players)

DEPLOYMENT: All Battlegroups may Directly Deploy (remember that Squads inside aerial transports automatically start the game in Readiness in this case). Fast Mover Squads start in Reserve.

DURATION: 6 Turns

VICTORY CONDITIONS: Players receive 2 VP per table quarter they control. In order to control a quarter, a player must have more units in points costs wholly within that table quarter than their opponent. Units within more than one quarter do not add their points costs to either. Aircraft, but not units inside aerial transports, do add their points cost in this scenario. The player with the highest number of Victory Points at the end of turn 6 wins the game. Use Kill Points to determine a victor in the event of a tie.

SPECIAL RULE - 'HIGH GROUND': Infantry Bases in Buildings are worth double their points cost when determining control of a table quarter. However, if the building is in more than one table quarter, the infantry inside this building do not contribute any points (we advise that all buildings in the scenario are placed wholly within a table quarter).

TOURNAMENT RESULTS FORM

Player Name		Army	
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Game #	Tournament pts	Kill pts (+/-)	(+/-) Bonus Tournament pts	Total Tournament pts <i>(TP +/- Bonus TP)</i>	Opponents Name
1					
2					
3					
4					
5					
6					
7					
8					

