

HAWK WARGAMES  
PRESENTS

# INVASION 2014

A DROPZONE COMMANDER TOURNAMENT



[WWW.HAWKWARGAMES.COM](http://WWW.HAWKWARGAMES.COM)  
[WWW.HAWKFORUM.CO.UK](http://WWW.HAWKFORUM.CO.UK)

HAWK  
WARGAMES 



# INTRODUCTION

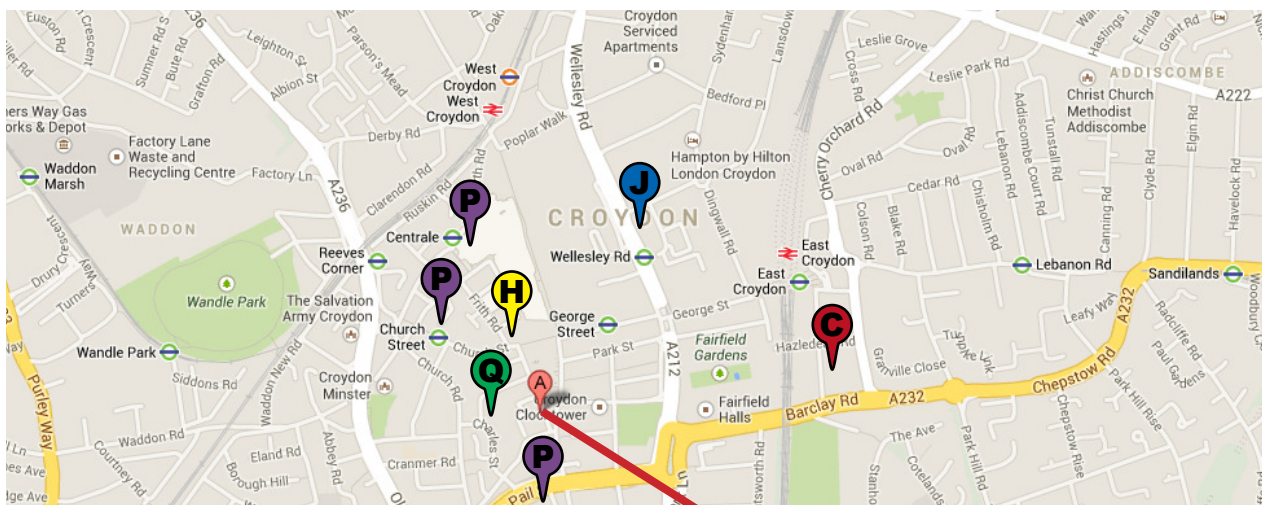
## Welcome to the first official 2 day Dropzone Commander Tournament!

This tournament will be running side by side with the Hawk Wargames Open Weekend, so as well as playing 5 fun filled games, you will be able to see the studio models, the new things we are working on and be able to stock up on any new models. Our entire range will be there. This year for the first time, we are introducing a special best club/store team prize. Teams consist of at least 2 or more people from the same store/club.

So the question you need to ask is, do you (and your team mates) have what it takes to become the Dropzone Commander Champion?

# VENUE

Invasion 2014 will take place on 1st and 2nd February 2014 will be held at the Croydon Conference Centre, Folly's End, 5-9 Surrey Street, Croydon, Surrey, CR0 1RG. The venue is a 10 minute walk from both East Croydon and West Croydon Train Stations, and is serviced by the South London Tramlink (via Wimbledon, Elmers End, and Beckenham into Central Croydon). Many bus routes service Central Croydon also. More information can be found in the attached croydon information pdf, [which can be found here >](#).



We have managed to get some discounts with some local hotels. These are all within 5-10 minutes walk of the venue, and range from around £50/room/night, to £75/room/night. The hotels are listed below. Every confirmed ticket will be issued with the details for the discount rates at these hotels:

- [Holiday In Express \(H\)](#) >
- [Jury's Inn \(J\)](#) >
- [Croydon Park Hotel \(C\)](#) >



If you are looking to drive, there is a selection of car parks very close to the venue (only minutes walk away). Closer to the time of the event, we may have a reduced rate to share! Car park(s):

- QPark Croydon (Q)
- Other Parking in Croydon (P)





## EVENT COST

Tickets for Invasion 2014 cost £25 per person and can be purchased [here on the Hawk Wargames website](#) >. This ticket gives you entry to the 2 day tournament.

If you are buying a ticket for more than one person please enter the names of all attendees in the comments section during checkout. The Tournament is currently limited to 32 spaces, though there is capacity in the venue to expand if needed.

**Entry is FREE to the Hawk Wargames Open Weekend**, so if you have friends who'd like to attend without competing, bring them along! A limited number of open gaming tables will also be available for casual games of DZC.

## FOOD & DRINK

Unfortunately Hawk Wargames is unable to provide food and drink at this event, however the Venue has a fully licensed (and affordable!) bar and will serve some food during the day. There are also numerous food and drink options from a variety of shops and cafes in the local area. We have also secured discounts in some of the local eateries.



## ARMY LISTS

You will need to pick a 1500 point clash army from either UCM, Scourge, PHR or Shaltari. The standard limits of a maximum of 6 Battlegroups apply and remember that no more than 1/3 of your points can be spent on any one Battlegroup (Excluding points spent on Commanders). Also Shaltari players remember that the Gate Battlegroup does not count towards the maximum limit.

Players are required to email their army lists to [events@hawkwargames.com](mailto:events@hawkwargames.com) no later than Friday 24th January 2014. Any lists submitted after this date will incur a -5 deduction from their Game Points total.





# TOURNAMENT SCHEDULE

## Day 1 (Saturday 1st February 2014)

- 09:00 - 10:00 Registration & Event Briefing
- 10:00 - 12:30 Game one
- 12:30 - 13:30 Lunch
- 13:30 - 16:00 Game Two
- 16:30 - 17:00 Break
- 17:00 - 19:30 Game Three

## Day 2 (Sunday 2nd February 2014)

- 09:30 - 12:00 Game Four
- 12:00 - 13:00 Lunch
- 13:00 - 15:30 Game Five
- 15:30 - 16:00 Results and Presentation



# THINGS YOU WILL NEED TO BRING!

- Your 1500 point army
- 2 copies of your army list (1 for us and one for your opponents)
- A copy of the rules and all relevant FAQs/Errata
- Dice
- Tape Measure
- Landing Zone Templates for your dropships and fliers
- Pen
- Superglue (emergency repairs)

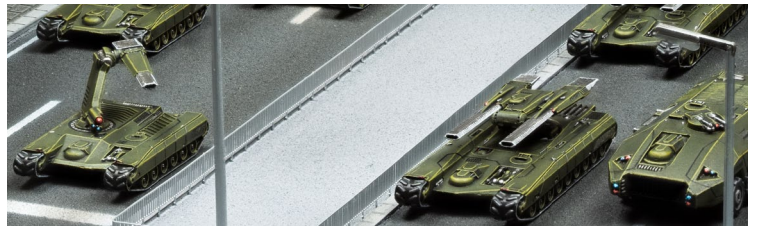




## PRIZES

Hawk Wargames and KR Multicase will be offering prize support on the day for the following categories:

- 1st, 2nd, 3rd
- Judges best painted
- Painted raffle
- Most Sporting
- Spot Prizes
- Best Club/Store Team



*(Teams of at least 2 or more players from the same club or store will have their scores averaged at the end of the tournament, and the team with the best overall score will receive a special prize!)*

## PAINTING & MODELLING

We all prefer to see fully painted armies on the battlefield, however as this is a new system and we want people come and have fun at the event you **CAN** play with unpainted models, no one wants to be rushing to finish their army in time and risk ruining their models! To reward those that have managed to fully paint their armies we will be running 2 painting competitions. The first is a Judges best painted, which will be chosen by Dave, the second will be a painted raffle which everyone who has the 3 colours minimum standard on all their models will be entered into. We fully support and encourage modelling and conversion, however we ask that only Hawk Wargames models are used at this event, with the exception being conversions where we ask that a Hawk Wargames model has been used for the majority of the model.

## TABLES & TERRAIN

The tables will be set up by the judges before each round and we ask that you don't modify or change the board in anyway, however if you feel the board is not appropriate you can call a judge over who will ensure it is balanced. Before each game you should discuss the terrain with your opponent and ensure you are both in agreement regarding the height of each building (for flyers), if there is enough space to land dropships on the roof and the number of damage points each building will contain (See Below).

## BUILDING DAMAGE POINTS

During this tournament all buildings will have armour 6 unless stated otherwise and will have either 10, 20 or 30 damage points each. During the event briefing the referees will give examples of the amount of damage points buildings should have, relative to their size, but it is up to you and your opponent to agree before the game what damage points the buildings will have on your table. If you are unable to decide then a referee will make the final call.





# SCENARIOS & SCORING

Each round will use one of the following scenarios:

- Targets of Opportunity
- Recon
- Surging Strike
- Bunker Assault
- Military Complex



## Scoring

Invasion 2014 will use a variant of the 20-0 scoring system; 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 game 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

Then using the Winners Kill Point difference table the winner adds any bonus points scored and the loser deducts the same amount. Note this may result in neither player modifying their scores if the winner of the game ended up losing more KP's than his opponent or the game was a draw.

Winners Kill Point Difference	Bonus Game Points Scored
0-200	1
201-400	2
401-600	3
601+	4

In each round you will play one of the preset scenarios. In the first round, you will be matched randomly against an opposing player (not someone from your team). After that, in each round the two players in 1st and 2nd place will play each other, the players in 3rd and 4th place will play each other; the players in 5th and 6th place will play each other, and so on. If you have already played an opponent in a previous round, you can ask a referee to swap your opponent with a neighbouring one. If players are tied on Game Points then their overall Kill Point total will be used to determine their position after each round.

# ERRATA AND RULES DISPUTES

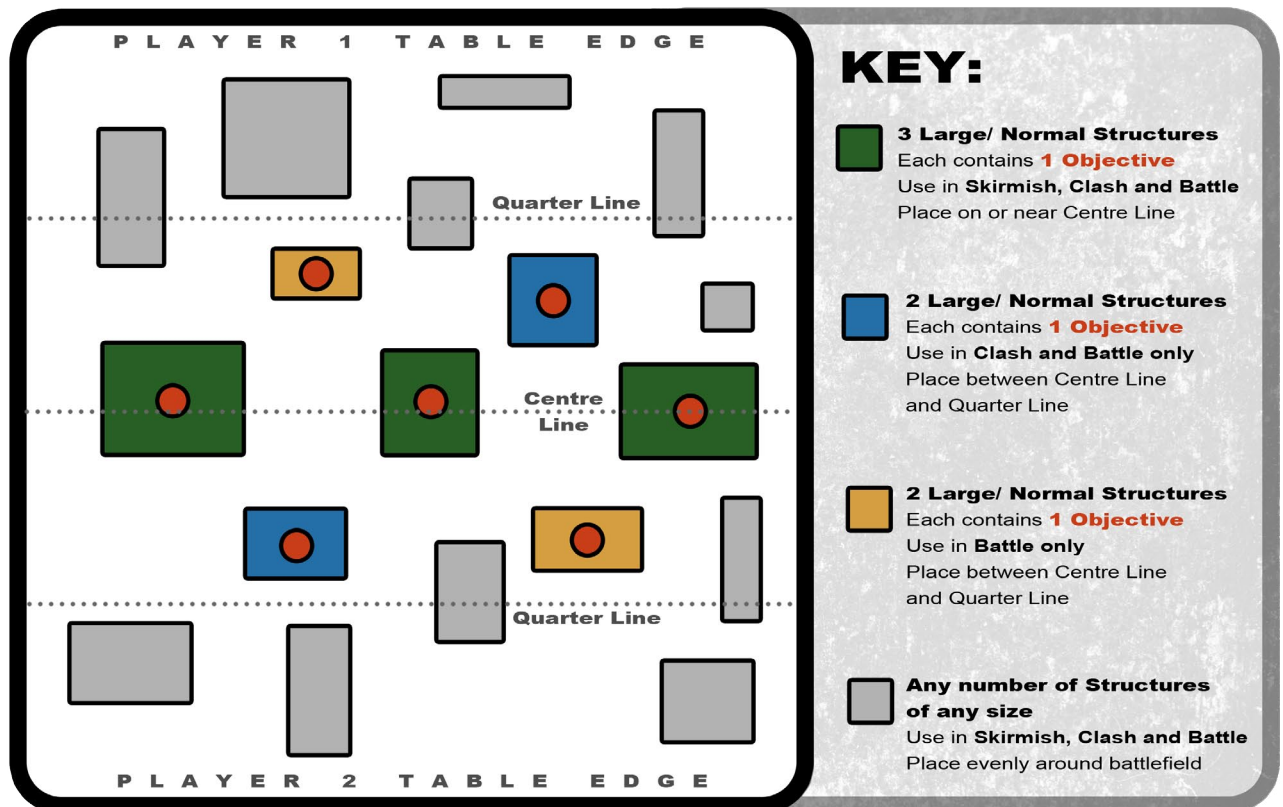
The Tournament will use the latest versions of the FAQ's and Errata documents, providing they are published prior to Friday 24th January 2014. If a rules dispute arises we would always ask that you try to resolve the issue by yourselves, however if you feel a amicable decision can't be reached then you can call a referee over. Please be advised that from the moment of entry into the event the decisions of the referees regarding the fair adjudication of the event rules and all issues of health and safety are final. No discussions will be entered into once a decision has been made.





# 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!*

**KEY:**

Any number of Structures of any size

Each contains **1 Piece of Intel**

Place evenly around battlefield at least 4" from each Table Edge

**RECOMMENDED NUMBERS:**

**Skirmish:** 5-10 Structures

**Clash:** 10-15 Structures

**Battle:** 15-20 Structures

**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.

**KEY:**

- 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 (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 4 Victory Points if you are the player with the most units in points cost within 6" (instead of the normal 2).



# 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 quarters (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 quarter. 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 12 inches wide and 12 inches high. 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

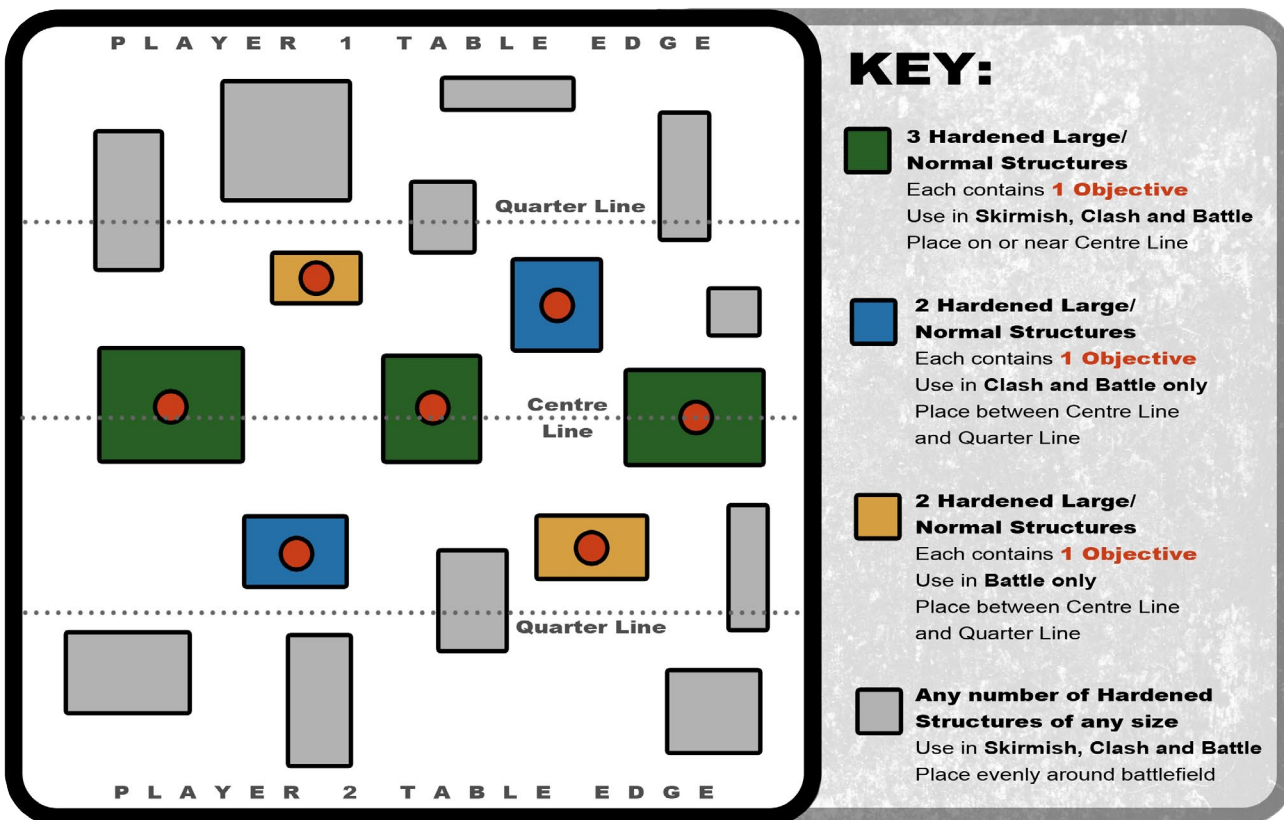
**VICTORY CONDITIONS:** The player with the highest number of Victory Points at the end of turn 6 wins the game. Use Kill Points to determine a victor in the event of a tie.

**Surging Strike** - 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.