

HAWK WARGAMES PRESENTS

DROPPFLEET

COMMANDER

TOURNAMENT PACK



2017



HAWK
WARGAMES

HAWKWARGAMES.COM
HAWKFORUM.CO.UK



INTRODUCTION

Welcome to The 2017 Dropfleet Commander Tournament Pack! This Pack is designed to allow players to run fun, competitive, tournaments with Dropfleet Commander, and gives information to tournament Organisers (TOs) and players. It is designed around a two day, five-game tournament, however it also applies to single day tournaments – TOs running these types of tournaments should take the first three games from this pack and ignore the second set of two. When providing players with information before the tournament, you may choose NOT to specify which of these missions you will be using, encouraging players not to tailor their lists to very specific scenarios.



VENUES

Depending on the size of the Tournament, TOs should ensure that they have an appropriate venue.

When sending out your tournament information, ensure that you include the address, a map to the venue, and other helpful information for players (Such as local hotels, transport links, and parking information).



FLEET LISTS

For this tournament format, players are encouraged to take a total of 1250 point fleets using one fleet roster of Clash size. While TOs may decide to use different points values, this 1250 point level creates games of about 3 hours per game, allowing you to fit all the games into a two day period (for a five game tournament).

We would recommend using the standard rules for list building as found in the rulebook (i.e. Lists can be chosen from any of the four fleet factions; UCM, Scourge, PHR or Shaltari. A maximum of 6 Battlegroups may be taken, with no more than 33% of the fleet's total points cost allowed in a single battlegroup, not counting the points cost of the Admiral).

TOs should give players a deadline to submit their fleet lists to them, and then check through the lists to make sure that they are legal. Players should also bring copies of their fleet lists (as detailed below).

We would highly recommend that players and TO's use DF List [Here](#), a free web-based list builder for the creation and submission of lists in a consistent and up to date format.



WHAT PLAYERS WILL NEED TO BRING.

- Their 1250-point fleet
- A deck of Command Cards for their faction
- Activation Cards
- 2 copies of their fleet list – one to show their opponents and one to give to the TO so that they can check the lists.
- A copy of the rules and all relevant FAQs/Errata
- Dice
- A Tape Measure
- Infantry, Armour and Defence Battery tokens for your fleet as needed
- Any Crippling Damage tokens, Launch Asset tokens or models needed for your fleet
- A pen and some paper
- Superglue (For any emergency repairs)



PRIZES

Most Tournaments offer Prizes for First, Second and Third places, Best Painted Fleet, and Most Sporting opponent. Other prizes such as spot prizes, team prizes and overall winner (which tends to include tournament points, sporting points, painting points and others) are at the TOs discretion, though it is best to publicise which prizes are available beforehand as many players will aim for these.

Prizes range from full trophies and statuettes to certificates and pendants. Hawk Wargames often offers Tournament prize support (In the form of models, books and other products) for larger tournaments or those with long standing. For more information about this or to enquire about Prize Support for Tournaments, Contact Info@Hawkwargames.com.



PAINTING & MODELLING

In many competitive games players must follow the 'three colours' rule to play in a tournament, i.e. all models in their fleet must be painted with a base coat and at least three other colours/some detailing. Since Dropfleet Commander is a brand new gaming system, Hawk suggests ignoring this rule and allowing unpainted armies. To reward those that have managed to fully paint their armies Hawk suggests running 2 painting competitions. The first is the Judges best painted, which will be chosen by the TO and the second is a painted raffle which everyone who has the 3 colours minimum standard on all their models is entered and a winner chosen at random.

Modelling and conversion should also be encouraged, however to keep in the spirit of such events and to avoid confusing opponents it is a good idea to ask that only Hawk Wargames models are used, with the exception being conversions where it is better to have Hawk Wargames models as the majority of the model.



COMMAND CARDS

Tournaments can be played without Command Cards. However, they are designed to enhance and complete the game experience in a competitive environment and are highly recommended. As such, all official Hawk Wargames tournaments will require a deck of Command Cards.



TABLES AND TERRAIN

The tables should be set up by the judges before each round, and players asked not to modify or change the board in any way.

Before the game starts, players should discuss the terrain with their opponents to ensure that they are both in agreement regarding the types of terrain being used as well as the effects of the terrain features. If there are any questions or queries about the fairness of the terrain distribution, players should also discuss this and make any changes they both agree to. If they cannot agree they should call a judge/the TO over to adjudicate.



SPACE STATIONS

Several missions suggested in this tournament pack require Space Stations. While it is a good idea to use the official models, in larger tournaments this can be hard to achieve logistically. For this reason there are printable cut-outs of Space Stations available on the Hawk Wargames website.

It is recommended that all Space Stations in tournament games are the Large type (as detailed on page 54 of the core rulebook) and are unarmed unless the scenario states otherwise. However, if a TO wants to put an interesting spin on any mission involving Space Stations then arming them is a good and simple option.



DEBRIS FIELDS

Debris Fields are used in many missions and are important for adding depth and variety to games. While you can build 3D miniatures to represent these Hawk do not recommend this approach for tournaments. This is because ships will need to move over/be placed within these frequently during games, and having a physical model in the way will slow down games and create disputes.

Instead, there are card cut-outs in the Dropfleet Commander 2 Player Starter Set that are easy to use; for more Debris Fields you can photocopy the back page of the Dropfleet rulebook, or there are printable versions available from the Hawk Wargames website

Rules: Hawk Wargames recommends keeping to the standard rules for size and deployment for Debris Fields in tournament games. Ensure that both players are happy that the distribution of Debris Fields is fair and balanced before the game begins.

CLUSTERS AND SECTORS

Much like debris fields, it is recommended that TOs use 2D options to represent Clusters and Sectors. As per the Space Stations and Debris Fields, they come with the 2-Player Starter Set. They are also available to be photocopied from the back of the Rulebook, and are available on the Hawk Wargames website for download and printing.

Rules: Hawk Wargames recommends keeping to the standard rules for size and deployment for Clusters and Sectors in tournament games with one exception. When scoring Sectors, it is suggested that TOs set the Value for all Sectors as 1 rather than the Value shown in the rulebook (see page 74). This greatly simplifies scoring and speeds up games considerably in a tournament setting.

OTHER SCENERY

Large Solid Objects (LSO's):

Variations of Large Solid Objects are available for download and print from the Hawk Wargames website in several sizes and in a series of printable formats. You can also make your own, however it is best to use flat, 2-D versions as some ships can fly underneath the LSO and it is best to show that on the table for clarity.

Planetary Rings:

Planetary Rings are a thin line that crosses the battlefield, and as such can technically be measured out and played with by players themselves with no need for physical scenery. However, this is very easy to forget in practise, and also lacks the visual flair that gamers like on their battlefields! Planetary Rings are available to download from the Hawk Wargames website; players should measure to the line in the middle of the rings – the extra images around the edges are cosmetic, but add to the flavour of games.

Table Surface and Size:

Hawk Wargames recommends a 4'x4' table for tournament games at 1250 points.



SCENARIO AND SCORING

Two Day Tournaments use Scenarios from the Dropfleet Commander Rulebook. While TOs can choose any of these scenarios, or create their own, Hawk Wargames suggest the following five:

- Take and Hold
- Station Assault
- Mixed Engagement
- Moonshot
- Grid Control

Setup and Approach Type

With each scenario, it is important that the TO creates a fair and balanced board for the players, positioning debris fields in an even-handed way. It is also suggested that the TO decides on an Approach type for each game and have all players use this rather than deciding when playing – using the 'Suggested Approach' for each scenario is the best way forward.

Game Length

For a 1250pt game, we would recommend a maximum allowed game length of 3 hours. This is sufficient for most players familiar with the rules to complete a full 6 turn game. Bear in mind, if playing 3 games you will need a venue with evening access. For a 2 day tournament, we would recommend 2/3 games on day 1 and 2 games on day 2.

Scoring

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, players on each table should 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 victory points each player receives.

SCORING

Victory Point Difference	Tournament points scored (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

For example, two players finish their game. Player One has scored 18 Victory points, and Player Two has scored 29 Victory points. This is a difference of 11 Victory points, meaning Player One will gain 7 Tournament points, and Player Two will gain 13 Tournament points.

NB: When determining player rankings, if players tie on tournament points, use victory points as a tie breaker.

OPTIONAL SCORING AND SYSTEM CHANGES

The following modifiers to the Standard Scoring as described in the core rulebook are recommended for tournament use (at the TO's discretion). Hawk Wargames will be using these modifiers in all official tournaments this year:

1) Kill Points contribution to Victory Points.

At the end of each game, count up the total number of KP inflicted on your opponent. Add the following VP to your total if appropriate (both players do this):

0-299 KP - +0VP

300-599 KP - +2VP

600-899 KP - +5VP

900+ KP - +8VP

Some scenarios such as Moonshot have a KP chart already listed in its entry. Where this is the case, it is down to the TO's Discretion as to which chart is used for these missions.

2) Destroyed Sectors VP modifier: Clusters drop by one scoring level (i.e. Large down to Medium - see pg 74) for each destroyed Sector in that Cluster down to a minimum of Small.

3) Sectors Value: All Sectors in all scenarios in this tournament will have a Value of 1. This greatly simplifies scoring and speeds up games considerably in a tournament setting.

4) Very small ships and scoring: Ships of 3 Hull Points or less do not contribute their Tonnage when scoring for Critical Locations.

AFTER EACH GAME

After the game both players should complete their tournament score sheets (see below for an example). Once this information is recorded on the score sheets players should hand them to the TO, who should collate them to create standing and work out who is playing whom in the next round. It is highly advisable to use a computer or laptop for this, as TOs will want to input the information quickly so that the next round of games can start promptly. There are many different ways to record and collate the information – searching online for the best method for you as a TO is highly advisable, as well as useful for more practical help with running a tournament.



ERRATA RULES AND DISPUTES

To avoid confusion, tournaments should use the latest versions of the FAQ's and Errata documents, providing they are published at least one month before the Tournament (allowing all players a chance to get used to any changes). If a rules dispute arises Hawk Wargames always suggests that players try to resolve the issue themselves, however if they feel an amicable decision cannot be reached then they should call over a referee/the TO. It is strongly advised that all players be aware that from the moment of entry into any 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 should be entered into once a decision has been made.

GRID CONTROL

Central to command's plan for the region and holding onto this planet is a complex grid of defence weapons, manufacturing areas and military complexes. Approach these important clusters and either control them or pound them to dust to deny them to the enemy.

Players: 2

Fleet List: Standard

Suggested Approach: Column

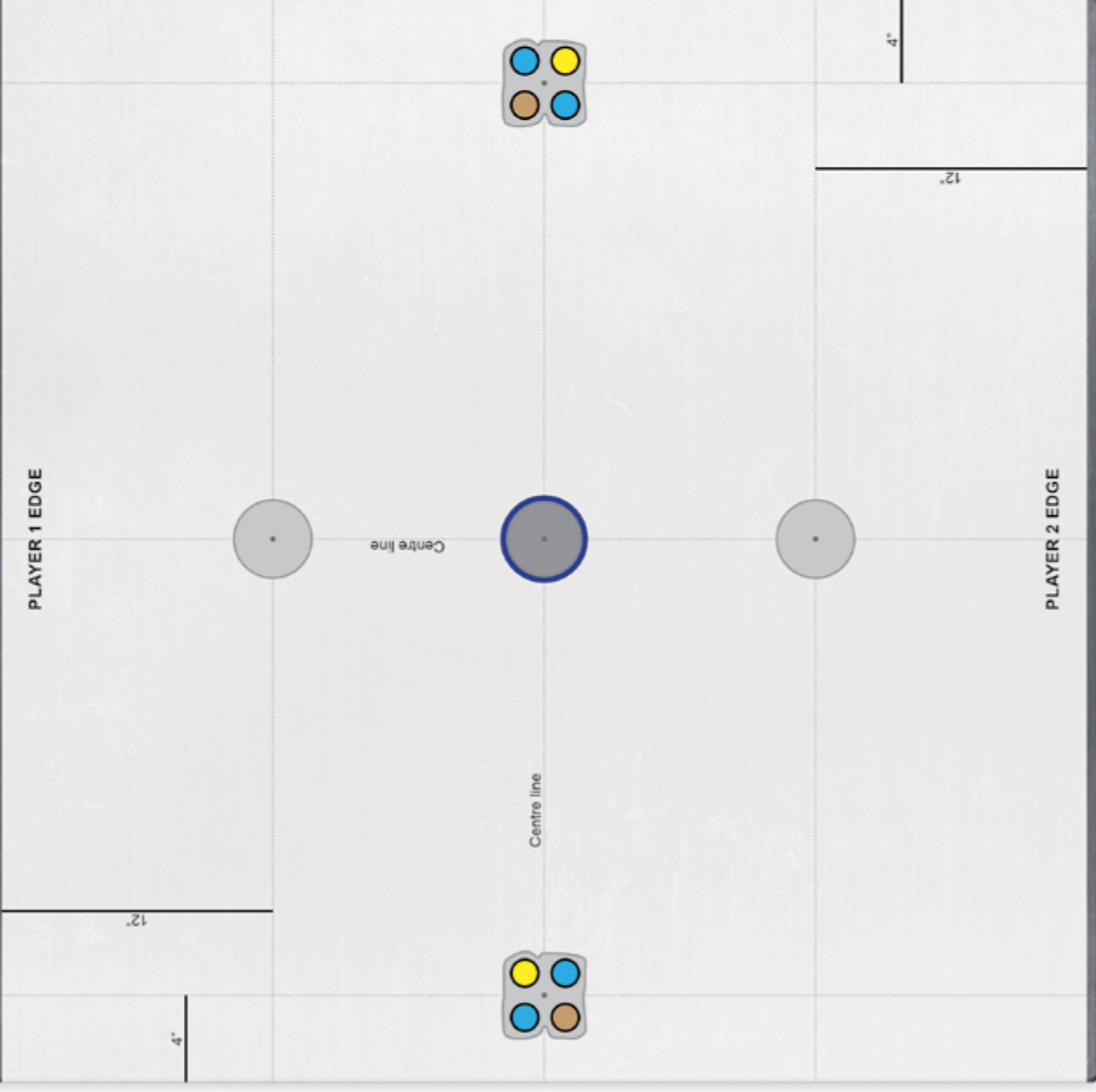
Duration: 6 Turns

Orbital Debris: Debris Fields (2-5 Fine, 4-6 Dense)

Victory Conditions: Clusters (Standard Scoring, Critical Locations), Clash and Battle Clusters (Score double as Clusters and Critical Locations)

Variant: Replace Central Cluster with a Large Space Station with 4 Burnthrough Armaments. Additionally, replace Clash and Battle Clusters with Medium Space Stations with 2 Mass Driver armaments.





MIXED ENGAGEMENT

Hostilities over this world are centred around militarily significant space stations and their ground based supply clusters. Capture these stations and their support clusters before the enemy can, and turn the stations' guns on the enemy fleet.

Players: 2

Fleet List: Standard

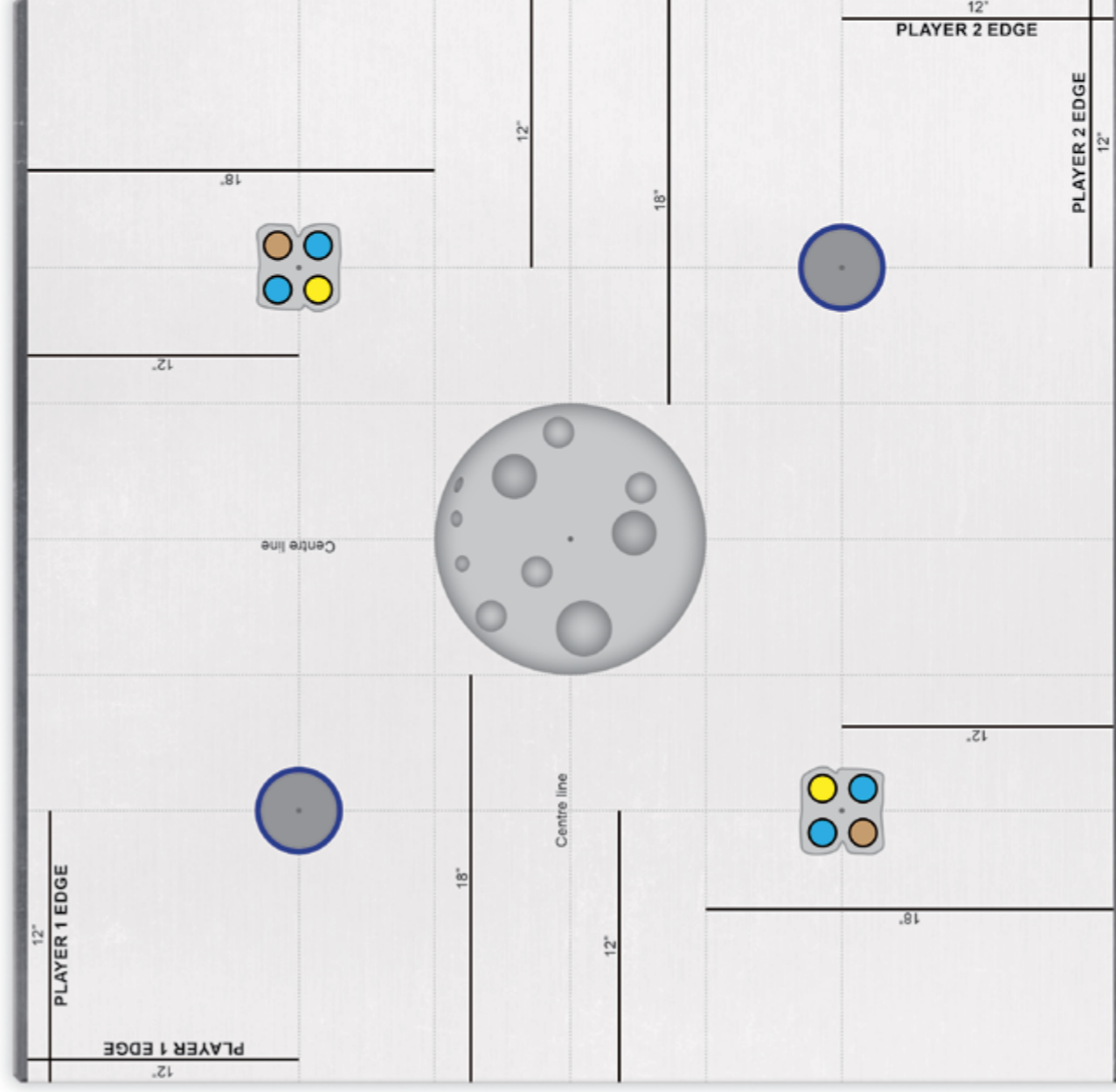
Suggested Approach: Distant

Duration: 6 Turns

Orbital Debris: Debris Fields (2-5 Fine, 4-6 Dense)

Victory Conditions: Clusters (Standard Scoring, Critical Locations), Space Stations (Critical Locations). The Space Stations are all armed with 1 x Burnthrough armament and 1 x Close Action armament.

Variant: The two Critical Locations in the clusters are worth double Victory Points



MOONSHOT

Operations in strategically useful cities on the ground have be hampered by the presence of a large solid object in orbit, allowing light enemy fleets to engage in hit and run attacks and use practical tactics. Such a physical impediment to orbital combat must not be used by the enemy to delay conquest of the surface. Hold the space stations and ground support clusters close to it to deny the adversary this advantage.

Players: 2

Fleet List: Standard

Suggested Approach: Battle Line

Duration: 6 Turns

Orbital Debris: Debris Fields (0-2 Fine, 2-4 Dense), LSO (12" Diameter)

Victory Conditions: Clusters (Standard Scoring, Critical Locations), Space Stations (Score as Medium Clusters and Critical Locations). In addition, players are awarded Victory Points for the following Kill Points

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

Variant: Make the LSO 18" in diameter

STATION ASSAULT

This planet sports a highly complex and deadly set of orbital defences that are ready to be turned against the enemy. Seize them and put their fearsome weaponry to good use against the oncoming foe before they can return the favour!

Players: 2

Fleet List: Standard

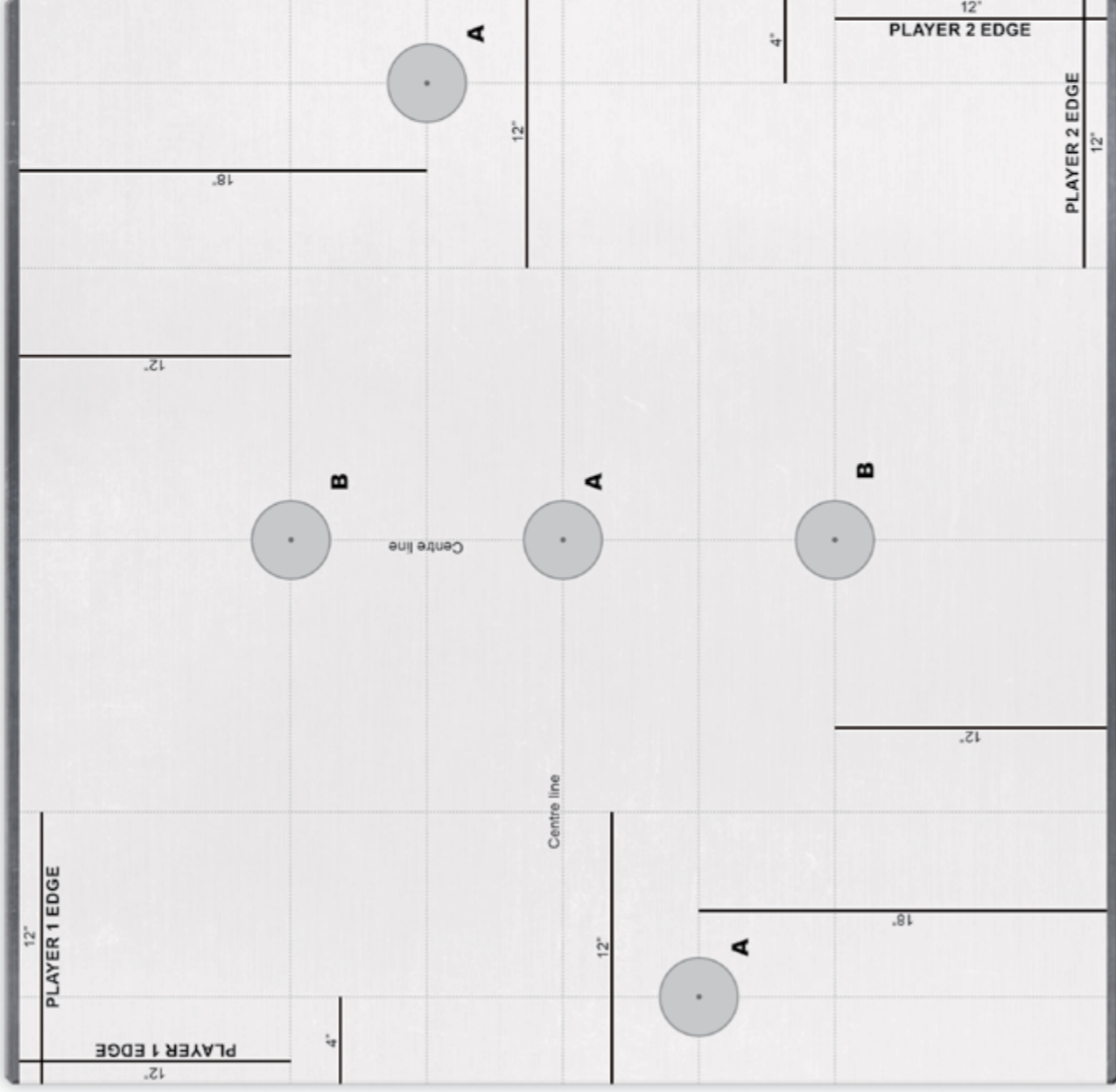
Suggested Approach: Battle Line

Duration: 6 Turns

Orbital Debris: Debris Fields (2-5 Fine, 4-6 Dense)

Victory Conditions: Space Stations score as Medium Clusters, B Space Stations score as Medium Clusters and Critical Locations

Variant: Armed Space Stations! All A Space Stations are armed with 1 Mass Driver armament and 1 Close Action armament. All B Space Stations are armed with 1 Burnthrough armament and 1 Close Action armament.



TAKE AND HOLD

Your forces advance, ready to take the fight to the enemy on the surface and in the space above. But they are just as determined to hold the key strategic areas on this war-torn planet. Take the important landing sites and destroy their ships before they do the same to you!

Players: 2

Fleet List: Standard

Suggested Approach: Column

Duration: 6 Turns

Orbital Debris: Debris Fields (2-5 Fine, 4-6 Dense)

Victory Conditions: Clusters (Standard Scoring, Critical Locations).

Variant: The two clusters (and their Critical Locations) either side of the centre cluster are worth double victory points.



TOURNAMENT SCORE CARD

NAME: PLAYER NUMBER:

GAME	OP. NO.	VIC PTS.	TOURN. PTS	TOTAL TP
1				
2				
3				
4				
5				

MOST SPORTING OPPONENT	
1ST	
2ND	
3RD	

TOURNAMENT SCORE CARD

NAME: PLAYER NUMBER:

GAME	OP. NO.	VIC PTS.	TOURN. PTS	TOTAL TP
1				
2				
3				
4				
5				

MOST SPORTING OPPONENT	
1ST	
2ND	
3RD	

