

HAWK WARGAMES PRESENTS

DROPPFLEET

COMMANDER

TOURNAMENT PACK

UK GAMES EXPO

SATURDAY 3RD JUNE

2017

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VENUE AND TIMES

The Tournament will be held on Saturday June 3rd 2017 at the UK Games Expo (NEC Birmingham). Players should arrive for registration at 9am.

Each round will last a maximum of 3 hours and will run at the following times:

Round 1: 10am - 1pm

Lunch: 1pm - 2pm*

Round 2: 2pm - 5pm

Round 3: 5pm - 8pm

*If you would like your fleet to be judged for the Best Painted prize, please leave your miniatures on display over lunch on the same table you played on in Round 1.

For information on accommodation, access and transport links, see the UK Games Expo website: [Click Here](#)



FLEET LISTS

The maximum points allowed for fleets in this tournament is 1250pts (including the points cost of the Admiral). It is meant to be a 'Clash Size' level list.

The standard rules should be used for building your fleet (a reminder: 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). All official errata will be used as long as they are published at least one month before the event (3rd may), and/or list which rules you guys are using.

All current errata and the new Official Rules Changes will be used for this Tournament.

Players should submit their list to info@hawkwargames.com by May 29th so we can ensure that they are legal before the tournament begins. Players should also bring printed copies of their fleet lists to the tournament (as detailed below).



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; or any extra models, e.g. for certain command cards
- A pen and some paper
- Superglue (For any emergency repairs)

* These have recently been released and are now available through retailers. They will be made available direct on our website as well within the next 2 weeks. Failing that, they will be available at the Expo itself!



PRIZES

Prizes will be awarded for 1st, 2nd and 3rd place. In addition the Most Sporting player (as voted for by their opponents), and the player with the Best Painted fleet will also be awarded prizes.



PAINTING & MODELLING

Since Dropfleet Commander is a new system, your fleet does NOT have to be painted for you to enter this tournament. However, we would encourage players to paint their ships! As such, players who have painted their fleet (3 colours minimum on all their ships) will be entered into the Painted Raffle, with a winner chosen at random also receiving a prize.

Modelling and conversions are welcome, however as this is an official tournament (and to avoid confusing opponents) Hawk Wargames parts should be used for the majority of each model. Non-Hawk official bases and gaming aids are also welcome as long as they do not interfere with gameplay or rules (flight stands should have a single stem, for example).



TABLES AND TERRAIN

The TO's will set up the tables before each game with the correct scenery for the scenario.

Before each game, 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

All Space Stations in all missions will be of the Large type (as detailed on page 54 of the core rulebook) and are unarmed unless the scenario provided states otherwise.



DEBRIS FIELDS

Standard rules for distribution, type and placement for debris fields will be used.

CLUSTERS AND SECTORS

All Sectors and Clusters will use the standard rules as required by the scenarios. However, a variant on the standard scoring system for these will be used (see later in this tournament pack).

LARGE SOLID OBJECTS

Any LSO used will be of 12" diameter and will use the standard rules.

TABLE SURFACE AND SIZE

All games will be played on a 4'x4' table.

SCENARIO AND SCORING

Three of the following five scenarios will be used in this tournament (you will only find out on the day which exact scenarios we will be using, so be sure to consider all five when building your list!). These will be exactly as they are in the core rulebook except for the changes to the scoring method detailed later on in this tournament pack).

The possible Scenarios are:

Take and Hold
Station Assault
Mixed Engagement
Moonshot
Grid Control

Approach Type

As with the scenarios, the Approach Type used for each scenario will only be specified on the day. This will NOT necessarily be the suggested type in the rulebook! Again, think about this when building your list.

Game Length

The maximum allowed game length will be 3 hours. This is sufficient for most players familiar with the rules to complete a full 6 turn game. Although this leads to a slightly longer day, we feel it's more satisfying for players to complete their games!

Scoring

This tournament will be scored using 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.

| 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.

SCORING CHANGES

The following modifiers to the Standard Scoring as described in the core rulebook will be used in this tournament:

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

The scenario "Moonshot" lists its own KP chart that affects each player's VP. Should this scenario be played, use the chart listed above to work out each player's VP instead.

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 the score sheets provided at the tournament. Once this information is recorded on the score sheets players should hand them to the TO, who will collate them to create standing and work out who is playing whom in the next round. Player matching's and table numbers will be posted before each round.



ERRATA RULES AND DISPUTES

All current errata and the new Official Rules Changes will be used for this Tournament.

This tournament will use the most recent Errata and Rules Changes documents for Dropfleet Commander. For the Rules Changes, be sure to refer to the newly released official Rules Changes document rather than the earlier Experimental version (although most of the Experimental changes were well received and have now been made official, there have been a few alterations based on feedback, so be sure to check it!).

If a rules dispute arises players should first 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

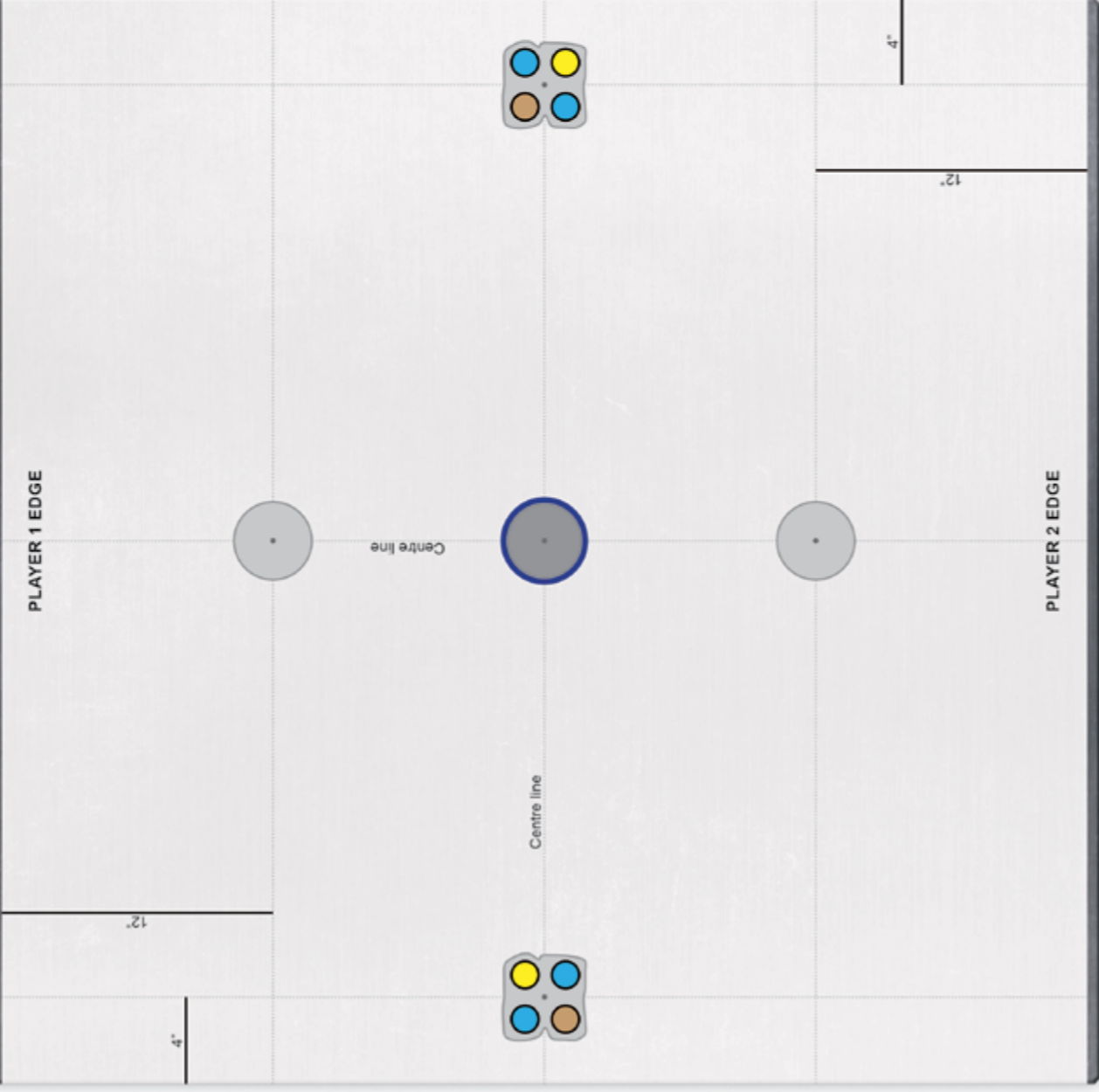
Duration: 6 Turns

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



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 | O.P. 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 | O.P. NO. | VIC PTS. | TOURN. PTS | TOTAL TP |
|------|----------|----------|------------|----------|
| 1 | | | | |
| 2 | | | | |
| 3 | | | | |
| 4 | | | | |
| 5 | | | | |

| MOST SPORTING OPPONENT | |
|------------------------|--|
| 1ST | |
| 2ND | |
| 3RD | |

