Adepticon Dropfleet Commander Tournament Pack 2019

Schedule:
Below is a the tentative breakdown of the tournament schedule. Please try to keep on time.

8:00am - 9:00am	**Registration**
9:00am - 12:00pm	**Round 1**
12:00pm - 1:00pm	**Lunch**
1:00pm - 4:00pm	**Round 2**
4:00pm – 4:30pm	**Break**
4:30pm - 7:30pm	**Round 3**
7:45pm	**Prizes and Awards**

Missions:
Traffic Jam
Break Through
Volatile Control mk2

Rules:
As noted in the event description this will be a 1,500 point tournament, and it is the players responsibility to know all current game and unit rules and stats. We will be using the current tournament pack, Adepticon errata/faq which will be provided via email.

TTCOMBAT

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). TTCombat will be using these modifiers in all official tournaments this year:

1) 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.

2) 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.

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

Alternative Scoring Method:
Some missions will be designated as a Raze capable mission. Prior to the start of the game you must choose which scoring method (Standard or Raze) you are using and inform your opponent.

Raze Scoring
Each sector you destroy is worth 1 victory point on turn 4 and turn 6. You can not score clusters by occupying the ground but you can contest/deny your opponent.

Space Stations destroyed by a player using the Raze scoring method score as followed on turns 4 and 6:

Small Space Stations	2 Victory Points
Medium Space Stations	3 Victory Points
Large Space Stations	4 Victory Points

You may not intentionally destroy sectors on your half of the table unless that sector belongs to a cluster on the line that separates player table halfs.

Scoring

Players

When scoring at the end of a round players will have a result of a Win, Tie, or Loss. Use the chart provided and record the associated Tournament Points on your Score Card. In addition your opponent will tally up the total points worth of ships you've destroyed of theirs which you will use to record any Bonus Tournament Points gained using the kill point chart provided. Adding your Tournament Points and Bonus Tournament Points together will give you your Total Tournament Points for the round.

T.O.'s

When determining the next round matchup first pair players by their Win/Loss/Tie record, then by Tournament points. If there is a tie in the standings at the end of the tournament use the total Game Points as the tie breaker. For the final round of the tournament the two players at the top table will compete for 1st and 2nd place, with the rest of the player standings being placed their by Total Tournament Points.

Round Result	Tournament Points
Win	8
Tie	5
Loss	2

Kill Points	Bonus Tournament Points
0-299	0
300-699	2
700-1099	3
1100+	5

Tournament Score Card

Name: **Player Number:**

Game	Opponents Name & Number	Game Pts.	Tourny Pts.	Bonus Pts.	Total TP
1					
2					
3					
4					
5					

Most Sporting Opponent	
1st	
2nd	
3rd	

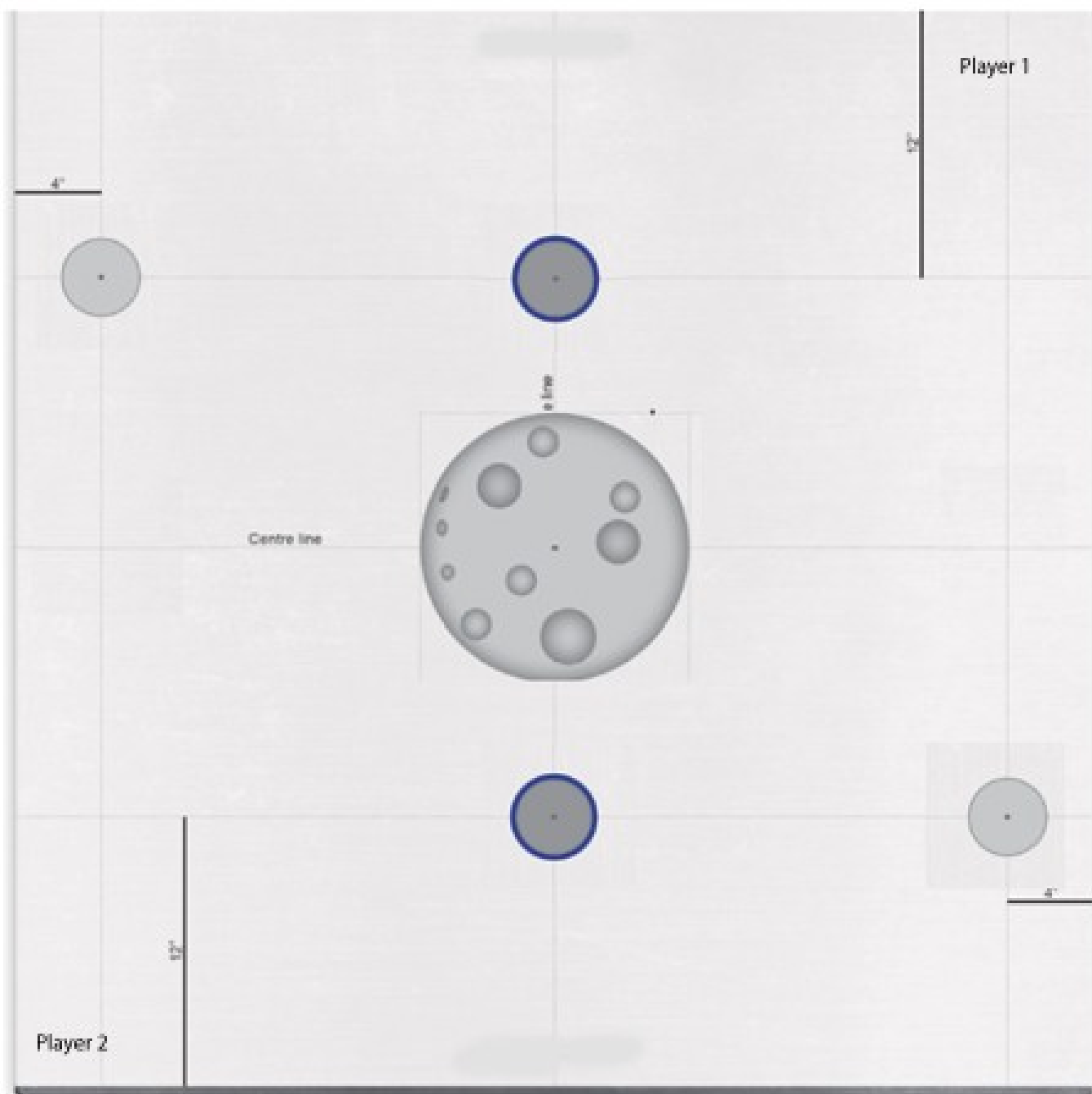| Description:	Traffic Jam(es)	Suggested Approach:	Distant
Players:	2	Duration:	6 turns
Fleet lists:	Standard	Orbital debris:	4 fine 2 dense

Victory conditions:

Space stations are Large, score as Large Clusters, and Critical Locations. Destroying the highlighted stations on opponents half scores 4 VP. All space stations are armed with Mass Driver and Close Action armament. Corner deployment

Description:	Breakthrough	Suggested	
		Approach:	**Column**
Players:	2	**Duration:**	6 turns
Fleet lists:	Standard	**Orbital debris:** 3 fine 3 dense	

Victory conditions:

Space stations are Medium and have Close Action armament. All Clusters and Stations score as Critical Locations however you can only contribute tonnage to a critical location if you have at least one token in that sector or station, and for Clusters at least one non-destroyed sector.
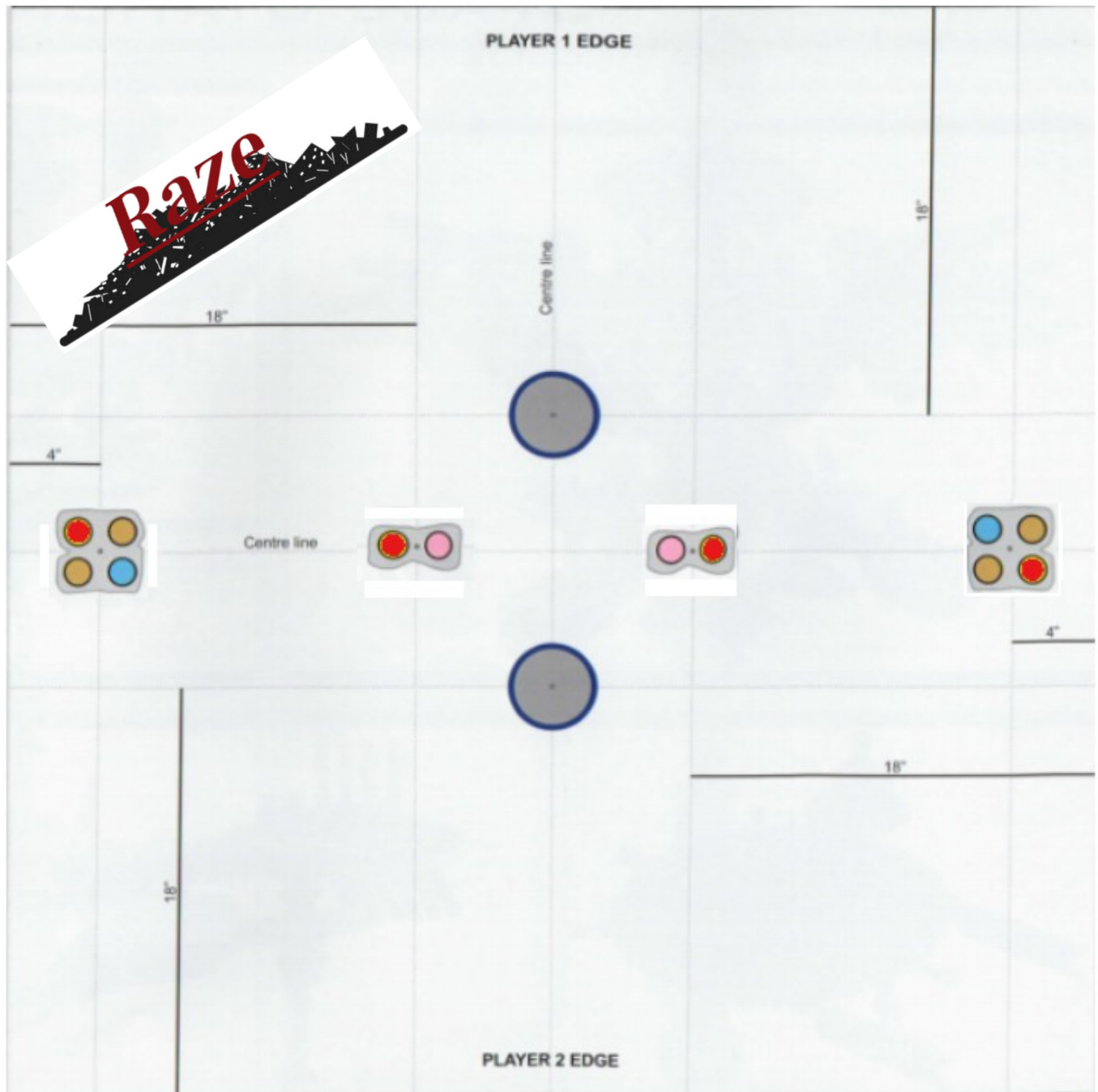
Description: Erupting Battlefront

Players: 2

Fleet lists: Standard

Suggested Approach: Battleline
Duration: 6 turns
Orbital debris: Planetary Ring

Victory conditions:

Player 1: Gains 2vp for each sector in **A** Clusters destroyed, **A** Clusters are Critical Locations and **B** Clusters follow standard scoring.

Player 2: Gains 2vp for each sector in **B** Clusters destroyed, **B** Clusters are Critical Locations and **A** Clusters follow standard scoring.

Both Players: C Clusters and Space Stations (Standard Scoring, Critical Locations)