

DROPZONE **COMMANDER**

TOURNAMENT PACK

1030 HRS
SATURDAY, 9TH JANUARY, 2016

TOURNAMENT ORGANIZER: DEREK HO
IN CONJUNCTION WITH GAMES @ PI

MEMO SUBJECT: BRIEFING FOR ALL UCM COMMANDERS PERFORMING
TOUR OF DUTY IN STAR CASABLANCA

PLANET: NEW EDEN

CITY: STAR CASABLANCA

TIME: YEAR 2671, 280 DAYS AFTER THE START OF THE RECONQUEST

THE CITY OF STAR CASABLANCA HAS HISTORICALLY BEEN KNOWN AS ONE OF THE MOST INTERESTING PLACES TO BE AS IT WAS A MELTING POT OF VARIOUS CULTURES THAT HAD MADE IT THEIR HOME. THE CLIMATE HERE WAS LESS THAN OPTIMAL AND AS A RESULT, A LARGE HONEYCOMB LIKE NETWORK WAS BUILT BELOW THE CITY TO CREATE SPACE FOR ITS INCREASING POPULATION TO LIVE IN. THESE DAYS, THE ONLY MELTING HAPPENING IS THAT OF ARMOURED VEHICLES BY PLASMA AND TAKING A PERSONAL INTEREST IN THIS CITY IS OFTEN SHORT-LIVED AND DEADLY. THE UNDERGROUND NETWORK IS OFTEN SHUNNED BY MOST INFANTRYMEN DUE TO LACK OF INFORMATION.

STILL, HIGHER-UPS HAVE TAKEN AN INTEREST IN THIS CITY FOR THE FOLLOWING REASONS.

1. WE HAVE LOCATED SEVERAL SOURCES OF POTENTIAL DATA CACHES THAT COULD GIVE US AN EDGE IN NAVIGATING THE CITY THROUGH ITS EXTENSIVE UNDERGROUND NETWORK.
2. SURFACE SCANS HAVE IDENTIFIED SEVERAL KEY STRATEGIC LOCATIONS TO OCCUPY IN ORDER TO SPEED UP THE RECONQUEST IN THIS CITY.
3. UNIDENTIFIED OUTPOSTS NOT OPERATED BY US HAVE BEEN DISCOVERED IN THE CITY. AS THIS CITY OBVIOUSLY HAS ENOUGH STRATEGIC MERIT TO WARRANT THE ATTENTION OF OUR ENEMIES (ASSUMED), WE MUST WEAKEN THEIR PRESENCE BY DESTROYING THEIR OUTPOSTS.

AS ENCRYPTION AVAILABLE FOR INFORMATION RELEASED AT MY LEVEL IS RATHER RUDIMENTARY, I BELIEVE MANY NON-UCM COMMANDERS WILL BE READING THIS AS WELL. SO I WILL END THIS BRIEFING BY ADDRESSING THEM: SHOULD YOU DEEM IT NECESSARY TO STAND IN OUR WAY, OUR GUNS WILL FIND YOUR RANGE.

THIS MESSAGE WAS BROUGHT TO YOU BY

LT SAM TIN WONG,

COMMUNICATIONS EXECUTIVE OF THE UNITED COLONIES OF MANKIND.

TOURNAMENT DETAILS:

ENLISTING:

1. SIGN UP FOR THE EVENT AT THE GAMES @ PI FACEBOOK EVENT PAGE [HTTPS://WWW.FACEBOOK.COM/EVENTS/154731141552523/].
2. REGISTER FOR THE EVENT AT GAMES @ PI.
3. SUBMIT A VALID 1500 POINT ARMY LIST TO THE TOURNAMENT ORGANIZER AT THE FOLLOWING ADDRESS [STORMCLAD@GMAIL.COM]

REGISTRATION FEE: \$16

EVENT TIMELINE:

8TH JANUARY 2016

SUBMIT ARMY LIST TO TOURNAMENT ORGANIZER [STORMCLAD@GMAIL.COM]

9TH JANUARY 2016

1030 HRS RENDEZVOUS AT GAMES @ PI FOR TOURNAMENT BRIEF

1100 HRS ROUND 1 START

1300 HRS ROUND 1 END

1400 HRS ROUND 2 START

1600 HRS ROUND 2 END

1630 HRS ROUND 3 START

1830 HRS ROUND 3 END

1900 HRS PRIZE PRESENTATION AND DISMISSAL

WHAT TO BRING:

- 1) 1500 PTS OF PAINTED MODELS, WITH A SINGLE VALID ARMY LIST TO BE USED THROUGHOUT THE EVENT. PLEASE SUBMIT YOUR ARMY LIST TO THE ORGANIZER BY 8TH JANUARY 2016 FOR VETTING.
- 2) DICE, TAPE MEASURE, TOKENS AND COUNTING DEVICES TO KEEP TRACK OF UNIT DAMAGE AND THE DAMAGE OF BUILDINGS YOU OCCUPY.

EVENT FORMAT:

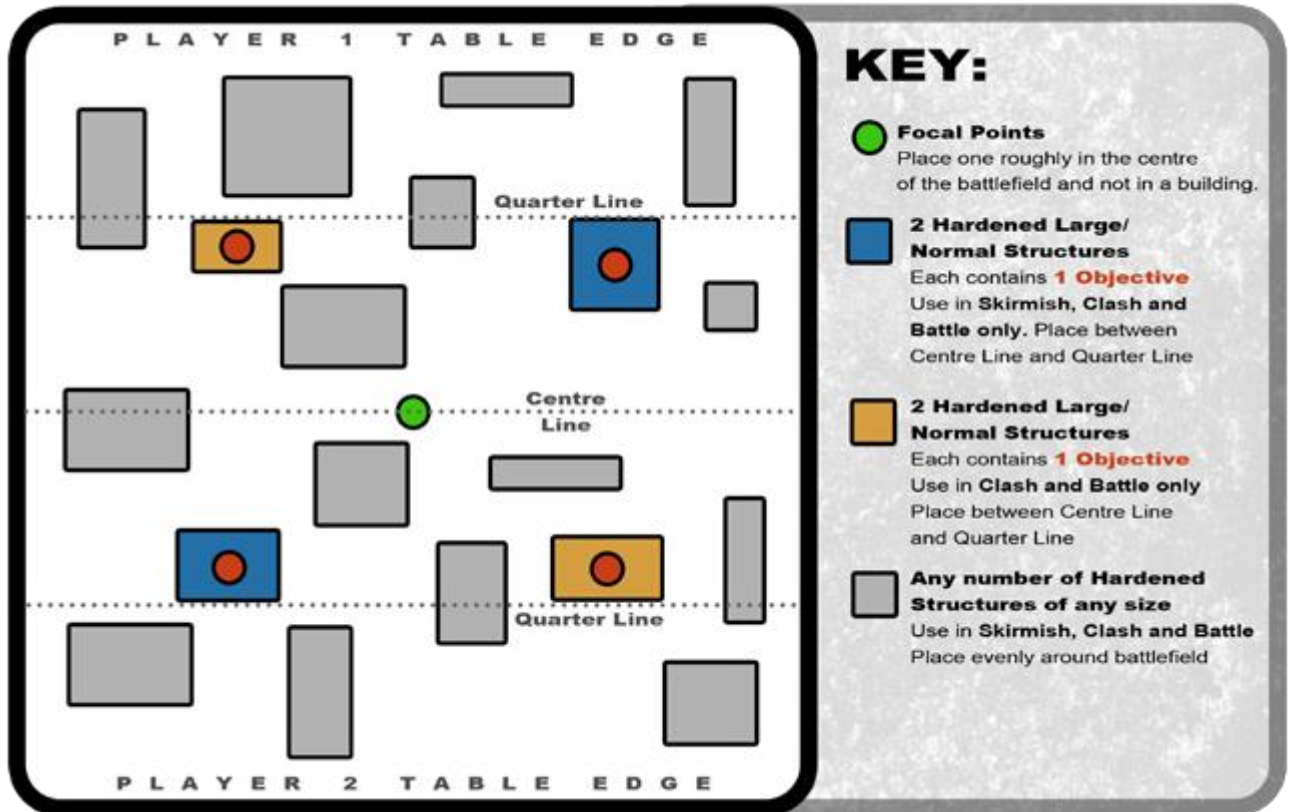
- 1) THREE TABLES WILL BE SETUP WITH THE FOLLOWING SCENARIOS AS ATTACHED:
 - A. TAKE AND EXTRACT
 - B. RECON
 - C. BUNKER ASSAULT
- 2) THE TOURNAMENT WILL BE PLAYED OVER 3 ROUNDS WITH EACH PLAYER PLAYING OUT EACH SCENARIO ONCE AS ASSIGNED BY THE TOURNAMENT ORGANIZER.
- 3) EACH SCENARIO WILL BE PLAYED OUT OVER 6 TURNS FOR 2 HOURS.
- 4) AT THE END OF THE GAME, TALLY UP THE VICTORY POINTS AS SPECIFIED IN THE SCENARIO SHEET PROVIDED ON EACH TABLE. WRITE THIS ON YOUR SCORE SHEET.

PRIZES:

- 1) PARTICIPATION PRIZES
 - A. A HAWK WARGAMES CAMPAIGN PIN
 - B. A GAMES @ PI \$6 VOUCHER DIE
- 2) PRIZE FOR MOST VICTORY POINTS
 - A. A GAMES @ PI 15% DISCOUNT VOUCHER AND ACRYLIC DROPZONE
COMMANDER TEMPLATES
- 3) PRIZE FOR BEST PAINTED ARMY (COMMUNITY VOTE)
 - A. A GAMES @ PI 15% DISCOUNT VOUCHER

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.

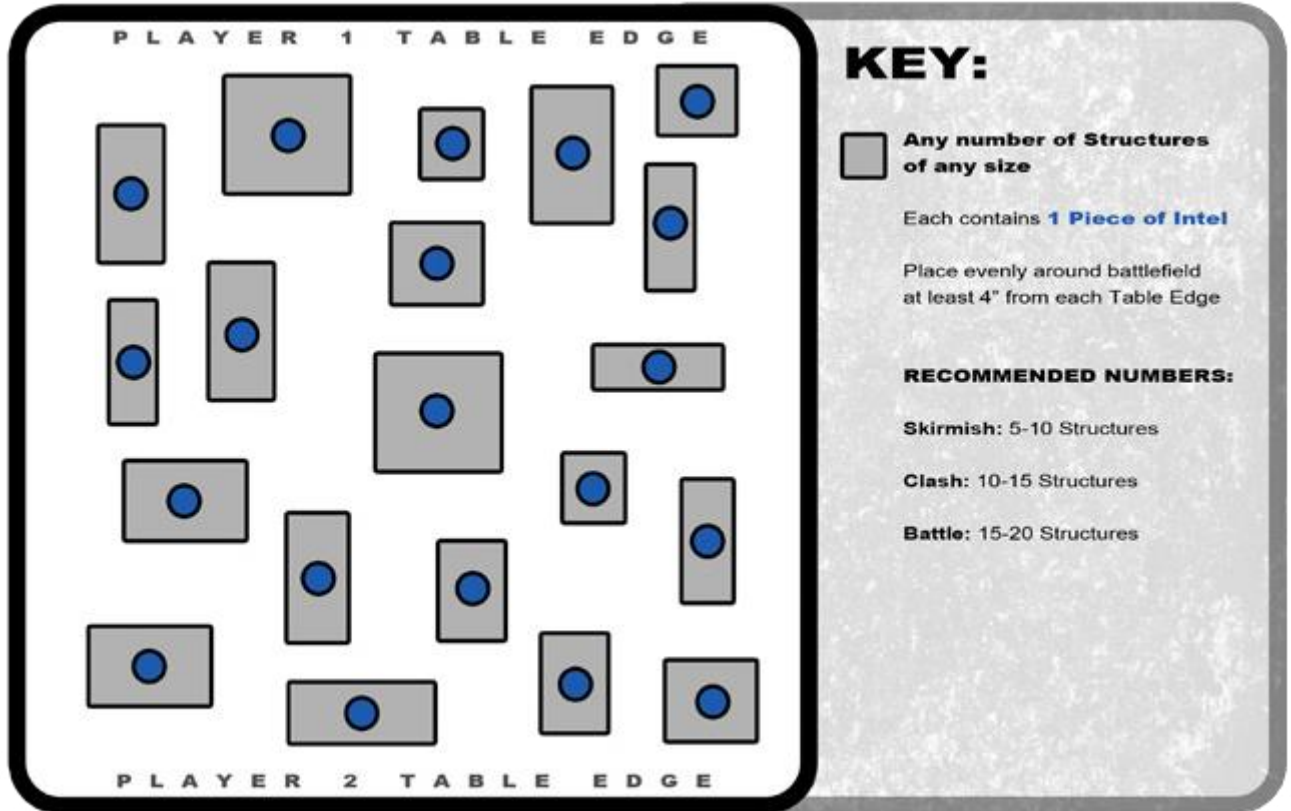
DURATION: 6 TURNS

VICTORY CONDITIONS:

THE PLAYER WITH THE HIGHEST NUMBER OF VICTORY POINTS AT THE END OF TURN 6 WINS THE GAME. IF BOTH PLAYERS END THE GAME WITH THE SAME NUMBER OF VICTORY POINTS, THE GAME IS A DRAW.

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 (ALL PLAYERS)

DEPLOYMENT: ALL BATTLEGROUPS BEGIN THE GAME IN READINESS. FAST MOVER SQUADS START IN RESERVE.

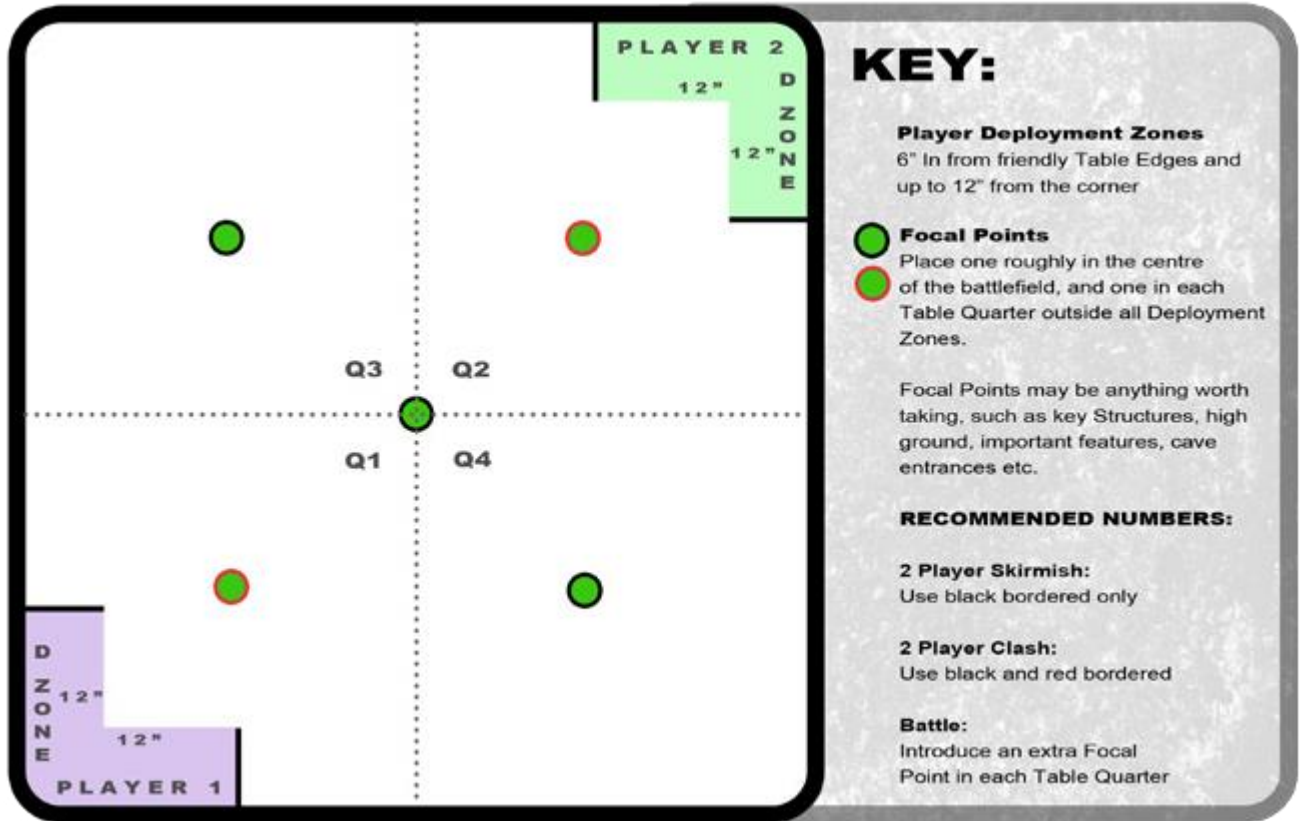
DURATION: 6 TURNS

VICTORY CONDITIONS:

THE PLAYER WITH THE HIGHEST NUMBER OF VICTORY POINTS AT THE END OF TURN 6 WINS THE GAME. IF BOTH PLAYERS END THE GAME WITH THE SAME NUMBER OF VICTORY POINTS, THE GAME IS A DRAW.

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!



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. IF BOTH PLAYERS END THE GAME WITH THE SAME NUMBER OF VICTORY POINTS, THE GAME IS A DRAW.

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.