Michigan GT Dropzone Commander Tournament Pack

Schedule:

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

9am - 10am	Registration
10am - 12:30pm	Round 1
12:30pm - 1:30pm	Lunch
1:30pm - 4pm	Round 2
4pm - 4:15pm	Break
4:15pm - 6:45pm	Round 3
6:45pm - 7pm	Prizes and Awards

Missions:

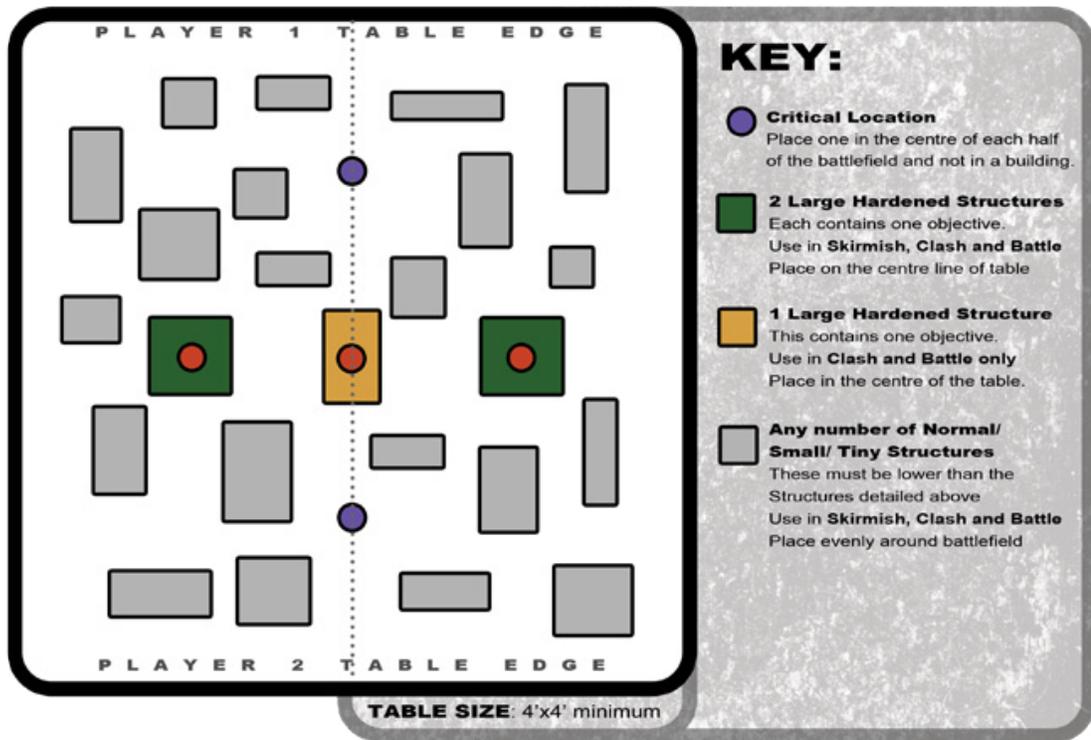Here are the 3 chosen missions and we will be using all instructions listed including any special scoring notes.

- Command and Control
- Take and Extract
- Survey and Control

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, errata, and faq's which can be found on the Hawk website at: **https://www.hawkwargames.com**

COMMAND AND CONTROL

Control of the critical locations throughout the battle will bring victory to your forces. Hold the intelligence gathering nodes to the bitter end to gain the upper hand in the campaign.

PLAYER 1 TABLE EDGE

PLAYER 2 TABLE EDGE

TABLE SIZE: 4'x4' minimum

KEY:

● Critical Location
Place one in the centre of each half of the battlefield and not in a building.

■ 2 Large Hardened Structures
Each contains one objective.
Use in **Skirmish, Clash and Battle**
Place on the centre line of table

■ 1 Large Hardened Structure
This contains one objective.
Use in **Clash and Battle** only
Place in the centre of the table.

□ Any number of Normal/ Small/ Tiny Structures
These must be lower than the Structures detailed above
Use in **Skirmish, Clash and Battle**
Place evenly around battlefield

NUMBER OF PLAYERS: 2

ARMY ROSTER: Standard (both players)

DEPLOYMENT: All Battlegroups begin the game in Readiness. Fast Mover Squads start in Reserve.
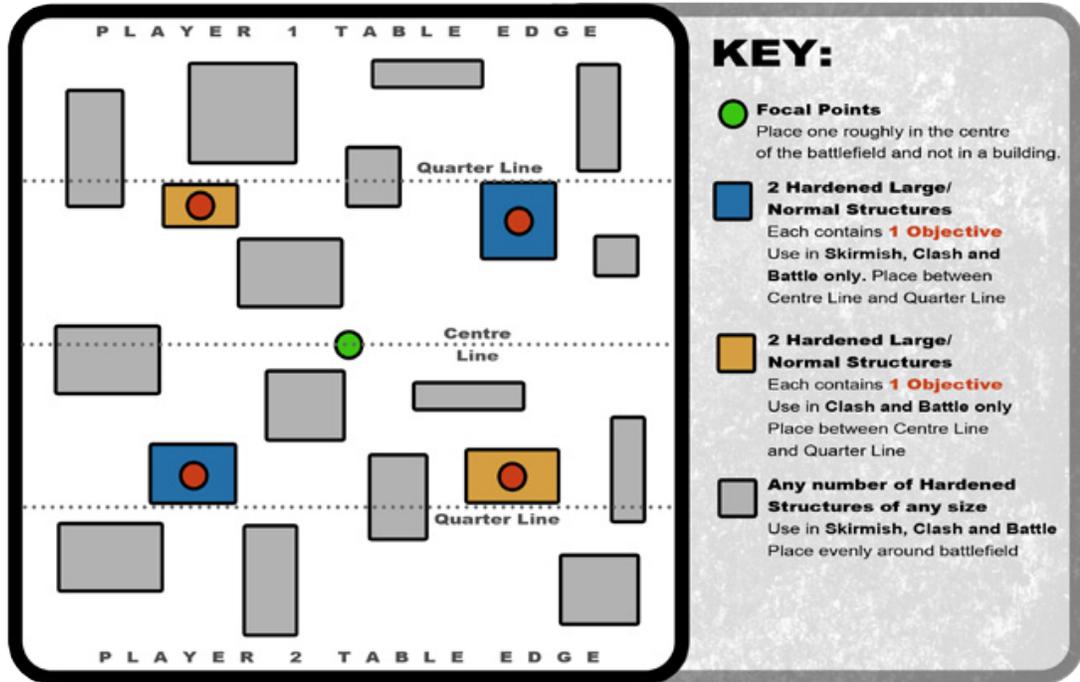
DURATION: 6 Turns

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.

REALTIME INTEL: While your Commander is within range of a Critical Location (and not embarked in a transport), any search rolls your infantry make for objectives receive a -1 modifier.

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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.

KEY:

Focal Points
Place one roughly in the centre of the battlefield and not in a building.

2 Hardened Large/ Normal Structures
Each contains **1 Objective**
Use in Skirmish, Clash and Battle only. Place between Centre Line and Quarter Line

2 Hardened Large/ Normal Structures
Each contains **1 Objective**
Use in Clash and Battle only
Place between Centre Line and Quarter Line

Any number of Hardened Structures of any size
Use in Skirmish, Clash and Battle
Place evenly around battlefield

NUMBER OF PLAYERS: 2

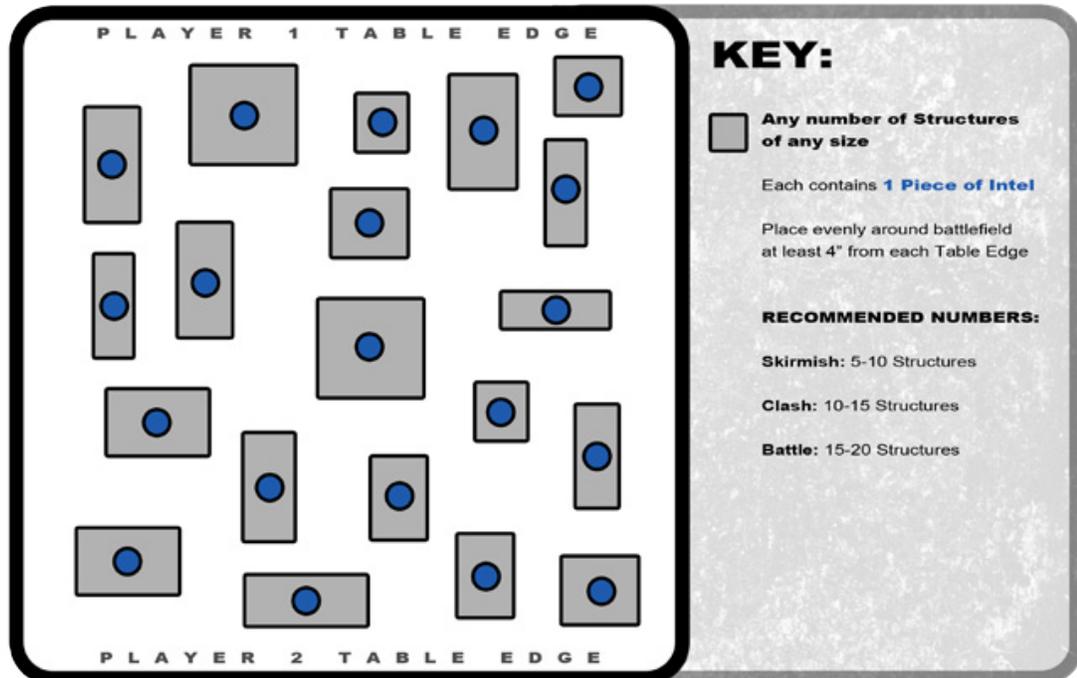**ARMY ROSTER:** Standard (all players)

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.

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SURVEY AND CONTROL

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!

PLAYER 1 TABLE EDGE

PLAYER 2 TABLE EDGE

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.

INTEL:

Instead of rolling on the standard intel table when a vehicle Unit or infantry base moves over a Piece of Intel (or begins its actions inside a structure containing a Piece of Intel as Occupier of the structure), use the table below. Each Structure may only be searched once per side, unless otherwise stated:

On the Roll of a 6: Defend this spot:

This Piece of Intel is removed from the game and replaced with a focal point (neither side may roll again in this building).

On the Roll of a 2-5: Useful Intelligence:

The player controlling the Unit immediately scores 1 Victory Point.

On the Roll of a 1: Booby Trap:

The Player controlling the Unit immediately scores 1 Victory Point, and then that structure takes D6 Damage Points, (neither side may roll again in this building).

Tournament Results Form

Player Name			#	Army	

Game #	Tournament pts	Kill pts	(+/-) Bonus Tournament pts	Total Tournament pts *(TP +/- Bonus TP)*	Opponents Name and Number	
1						
2						
3						
4						
5						

- -

Most Sporting Voting Slip

Your Name	
1st Choice Player Name	
2nd Choice Player Name	

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Scoring:

These are the most current scoring charts. Please see the T.O. if you're don't know how to properly fill out your tournament score sheet.

VP Difference	Tournament Points Scored
0	10 - 10
1	11 - 9
2	12 - 8
3	13 - 7
4	14 - 6
5	15 - 5
6+	16 - 4

Winners Kill Point Difference	Bonus Tournament Points Scored
0-300	1
301-600	2
601-900	3
901+	4