

# Michigan GT Dropfleet 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 - 1:15pm	Lunch
1:15pm - 3:45pm	Round 2
3:45pm - 4pm	Break
4pm - 6:30pm	Round 3
6:30pm - 7pm	Prizes and Awards

## Missions:

Here are the 3 chosen missions.

Traffic Jam(es)  
Offensive Front  
Volatile Control

## Rules:

As noted in the event description this will be a 1,250 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 TTCombat website at: **WWW.TTCOMBAT.COM**

## 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. All sectors are only worth 1 point, and Clusters score -1VP per Sector destroyed to a minimum of 2, unless all Sectors are destroyed then it scores as 0VP

<b>VP Difference</b>	<b>Game Points Scored</b>
<b>0 - 2</b>	<b>10 - 10</b>
<b>3 - 5</b>	<b>11 - 9</b>
<b>6 - 8</b>	<b>12 - 8</b>
<b>9 - 11</b>	<b>13 - 7</b>
<b>12 - 14</b>	<b>14 - 6</b>
<b>15 - 17</b>	<b>15 - 5</b>
<b>18 - 21</b>	<b>16 - 4</b>
<b>22 - 24</b>	<b>17 - 3</b>
<b>25 - 27</b>	<b>18 - 2</b>
<b>28 - 30</b>	<b>19 - 1</b>
<b>31+</b>	<b>20 - 0</b>

<b>Kill Points</b>	<b>Bonus Game Points Scored</b>
<b>0 - 299</b>	<b>+0VP</b>
<b>300 - 599</b>	<b>+2VP</b>
<b>600 - 899</b>	<b>+5VP</b>
<b>900+</b>	<b>+8VP</b>



### 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	

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MOST SPORTING OPPONENT	
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Description: Traffic Jam(es)

Players: 2

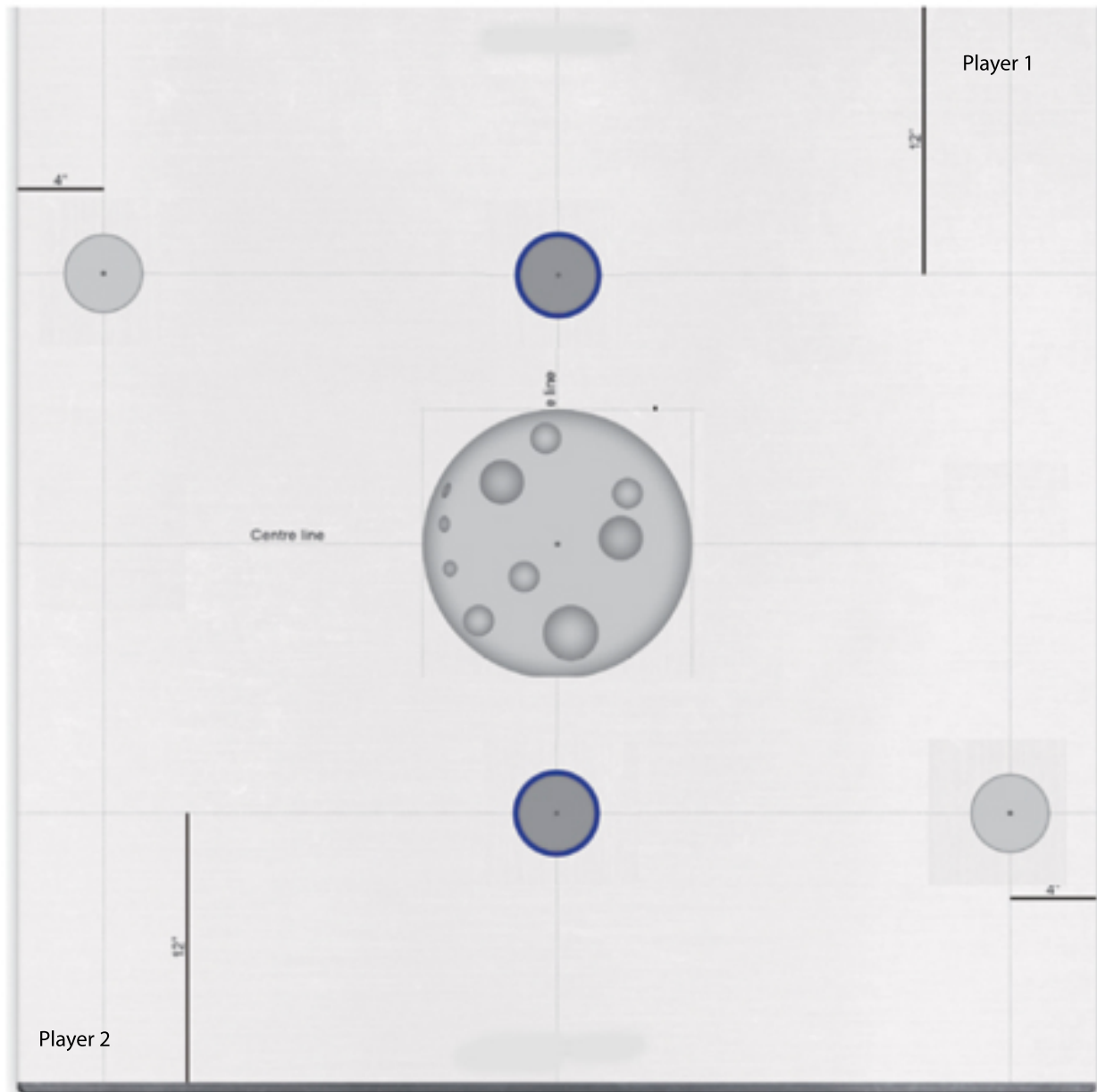
Fleet lists: Standard

Suggested Approach: Distant

Duration: 6 turns

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: Offensive Front

Players: 2

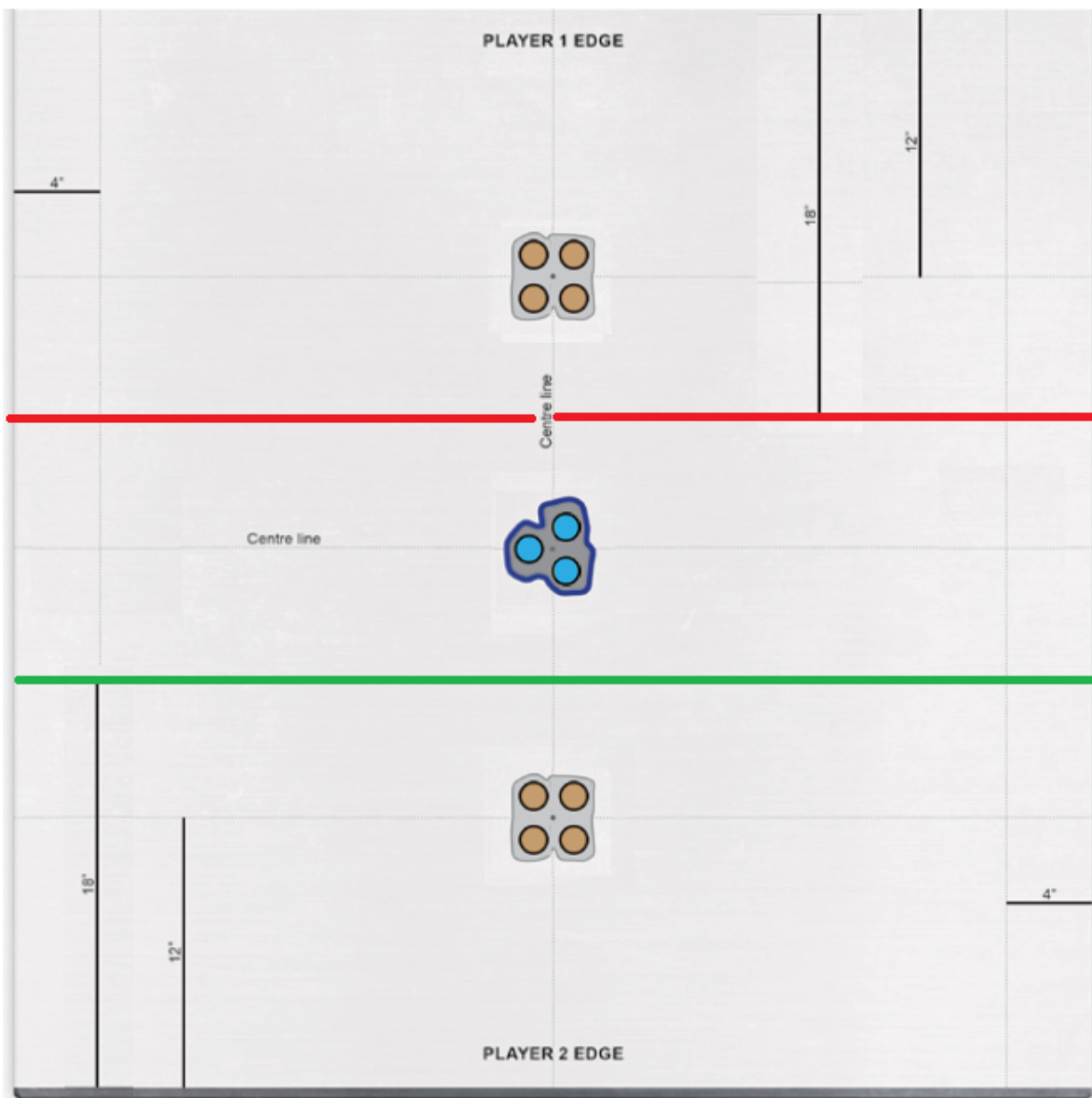
Fleet lists: Standard

Suggested Approach: Battleline

Duration: 6 turns

Orbital debris: 4 fine 4 dense, Red ring (high orbit), Green ring (low orbit)

Victory conditions: Large Clusters score as Critical Locations, Medium Cluster scores as Standard, Custom kill point chart: 1-200=2pt, 201-400=4pt, 401-600=6pt, 601-800=8pt, 801-1100=10pt, 1101-1250=12pt



Description: Volatile Control

Players: 2

Fleet lists: Standard

Suggested Approach: Column

Duration: 6 turns

Orbital debris: 4 fine 4 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.

