

Eagle & Empire President's Day Weekend Dystopian Wars Tournament

OVERVIEW

This event will be a two-round tournament that will be played with the following requirements:

- Fleet lists shall be 900 Points with a Naval core.
 - Allies are allowed as per the 2.0 Rule Book
 - Players may only have 1 additional faction
 - NO INVADERS
- Rules will be the current 2.0 Rules alongside the latest FAQ
- Each round will be 120 Minutes
 - After time is called, the current turn will be played to its conclusion.
 - DO NOT start a new turn with less than 20 minutes left in the round.
- The play area for this tournament will be 4'x3', with the players deploying on the short edges. Strategic deployment (flanking, etc) will not be used for this event.
- TAC Cards will not be used for this event.

Players will need the following:

- Dice, tape, tokens, and templates
- A copy of the DW 2.0 Rulebook (Electronic is acceptable)
- Hard Copies of Statistics for units they are using
- At least one hard copy of your fleet list. This hard copy must be presented for review by your opponents or the event organizer if requested.
- The models you need for your fleet!
 - If you intend to proxy any units for your force, you must clear them with the event organizer prior to the event.

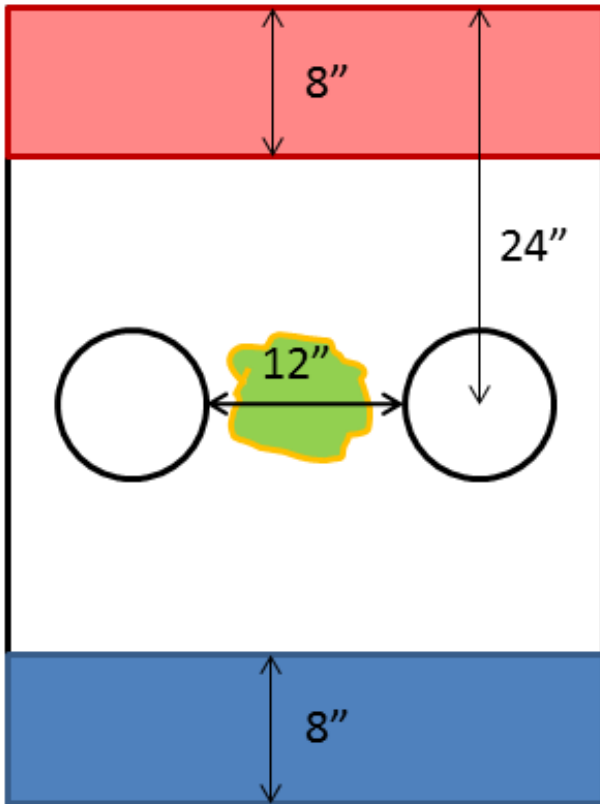
Scoring

- Each of the two missions will have primary and secondary objectives. Primary objectives will be worth 3 Tournament Points (TP), and secondary objectives will be worth 2 TP.
- The player with the highest TP at the end of the event is the winner. In the event of a TP tie, the player with the highest Victory Point total is the winner.
 - Victory Points are calculated as per Section C8 of the rules
- Players will be randomly assigned for the first round, and then assigned opponents based on their TP totals, highest to lowest.

Schedule

- 12:00-12:30: Check-in
- 12:30-2:30: Round 1
- 2:30-3:00: Break
- 3:00-5:00: Round 2
- 5:00-5:30: Clean-up and Awards

ROUND 1: Control The Straits



MISSION OVERVIEW: Our forces have encountered the enemy near a strategic choke point! We have to control at least one of these choke points to ensure that our forces can transit unimpeded through the area.

SETUP: There are two 8" deployment zones on the short edges of the table. There is a large island in the center of the play area that will be at least 6" on one of its sides. This island will count as Massive and will block all line of sight for surface models. On either side of the island will be two circular scoring areas, 8" in diameter. These scoring areas will be centered in the middle of the board and spaced 12" apart from each other. Each player will also have two smaller islands to place on their side of the table. These islands also block line of sight for all surface models. To place these islands, the players will each roll 2D6. The player with the higher total places the first island, and then players alternate until all 4 islands have been placed. These islands must be at least 6" from each other, the center island, and the edge of the play area.

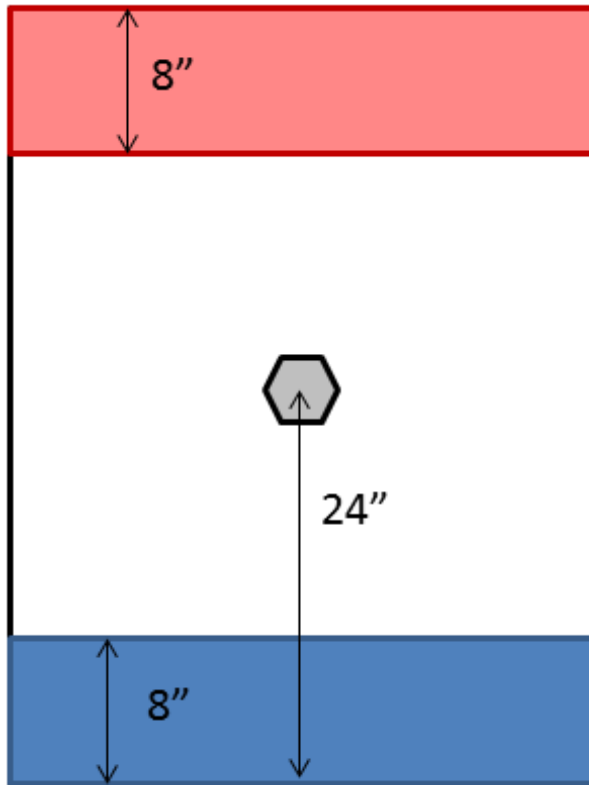
DEPLOYMENT: Players will deploy normally in one of the two 8" deployment zones as shown on the diagram.

GAME LENGTH: The game will last at least 4 turns. At the end of Turn 4, the player who won initiative will roll a D6, and on a 4+ the game will go to Turn 5. At the end of Turn 5, the player who won initiative that turn will roll another D6, and on a 5+ Turn 6 is played. The game ends at the end of Turn 6 or when time expires, whichever happens first.

PRIMARY OBJECTIVE: At the end of each turn, players will score Scenario Points for each of their squadrons that is fully within a scoring zone. Small squadrons are worth 1 Scenario Point, Medium squadrons are worth 2 Scenario Points, and Large/Massive squadrons are worth 3 Scenario Points. The player with the highest Scenario Point total at the end of the game wins this objective and earns 3 Tournament Points

SECONDARY OBJECTIVE: The player with the highest Victory Point total at the end of the game wins this objective.

ROUND 2: Seize the Sturgenium Rig!



MISSION OVERVIEW: Our fleet is running low on fuel, but fortunately we have identified a local Sturgenium rig we can resupply from. Unfortunately, it appears the enemy has the same idea!

SETUP: There are two 8" deployment zones on the short edges of the table. There is a Sturgenium rig in the middle of the play area. This rig may not be fired upon (both sides need the fuel too badly!), but it can be boarded. The rig starts with 5 AP of Regular quality and 5 AA. The rig cannot be sabotaged during boarding, but can be captured. Once captured, the player occupying the rig gains the benefit of the 5 AA on the rig. The rig can hold a maximum of 10 AP, and can be the subject of Friendly Boarding to increase the number of AP on it. Once on the rig, all AP is considered to be of Regular quality. In addition, like in Round 1 player will also have two smaller islands to place on their side of the table. These islands block line of sight for all surface models. To place these islands, the players will each roll 2D6. The player with the higher total places the first island, and then players alternate until all 4 islands have

been placed. These islands must be at least 6" from the rig, each other, and the table edge.

DEPLOYMENT: Players will deploy normally in one of the two 8" deployment zones as shown on the diagram.

GAME LENGTH: The game will last at least 4 turns. At the end of Turn 4, the player who won initiative will roll a D6, and on a 4+ the game will go to Turn 5. At the end of Turn 5, the player who won initiative that turn will roll another D6, and on a 5+ Turn 6 is played. The game ends at the end of Turn 6 or when time expires, whichever happens first.

PRIMARY OBJECTIVE: The player that controls the Sturgenium Rig in the middle of the table at the end of the game wins this objective. If the rig is unoccupied, neither side wins this objective.

SECONDARY OBJECTIVE: The player with the highest Victory Point total at the end of the game wins this objective.

ROUND 1 SCORE CARD

Player 1

Name: _____

Tournament Points Scored: _____

Victory Points Scored: _____

Player 2

Name: _____

Tournament Points Scored: _____

Victory Points Scored: _____

ROUND 2 SCORE CARD

Player 1

Name: _____

Tournament Points Scored: _____

Victory Points Scored: _____

Player 2

Name: _____

Tournament Points Scored: _____

Victory Points Scored: _____