

LONDON GRAND TOURNAMENT

DROPFLEET

COMMANDER

SATURDAY 27TH JUNE

9:00	DOORS OPEN
9:30	GAME 1
12:30	BREAK

13:30	GAME 2
16:30	GAME 3
19:30	PRIZES

FLEET SELECTION

TOTAL POINTS: 1500

Standard fleet composition rules apply.

Players must submit their army list to the TO for all games at the start of the event, before the first game.

SCORING

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

RULES

The following modifiers to the Standard Scoring as described in the core rulebook are:

- **EACH DESTROYED SECTOR IN A CLUSTER DROPS BY ONE SCORING LEVEL.**
(i.e. Large down to Medium, to a minimum of small - see pg 74)
- **ALL SECTORS IN ALL SCENARIOS HAVE A VALUE OF 1.**
- **SHIPS OF 3 HULL POINTS OR LESS DO NOT CONTRIBUTE THEIR TONNAGE WHEN SCORING FOR CRITICAL LOCATIONS.**

RAZE SCORING

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. In Raze scoring each Sector on the centre line or in your opponent's half of the table 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	2 VP
MEDIUM	3 VP
LARGE	4 VP

TRAFFIC JAM(ES)

This is where heroes are born and legends are formed. Lead your troops into the fiery crucible of war, hold the centre ground and destroy any who stand in your way!

FLEET

- 1500 points each.

SETUP

- 4'x4' board.

APPROACH

- Distant.

DURATION

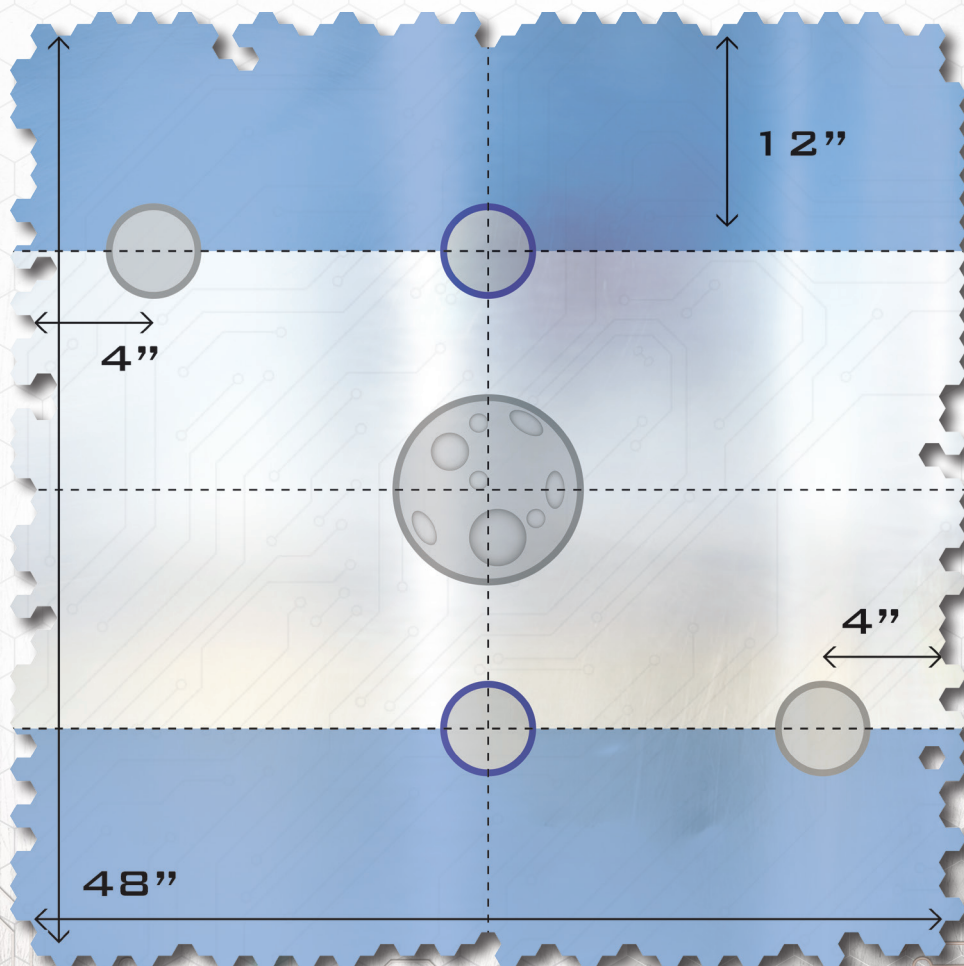
- 6 rounds.

ORBITAL DEBRIS

- 4 Fine.
- 2 Dense.

VICTORY CONDITIONS

- Space Stations are Large, score as Large Clusters, and Critical Locations.
- Destroying the blue highlighted Space Station on the opponent's half scores 4 VP.
- All Space Stations are armed with Mass Driver and Close Action Armament.



BREAKTHROUGH

This is where heroes are born and legends are formed. Lead your troops into the fiery crucible of war, hold the centre ground and destroy any who stand in your way!

FLEET

- 1500 points each.

SETUP

- 4'x4' board.

APPROACH

- Column.

DURATION

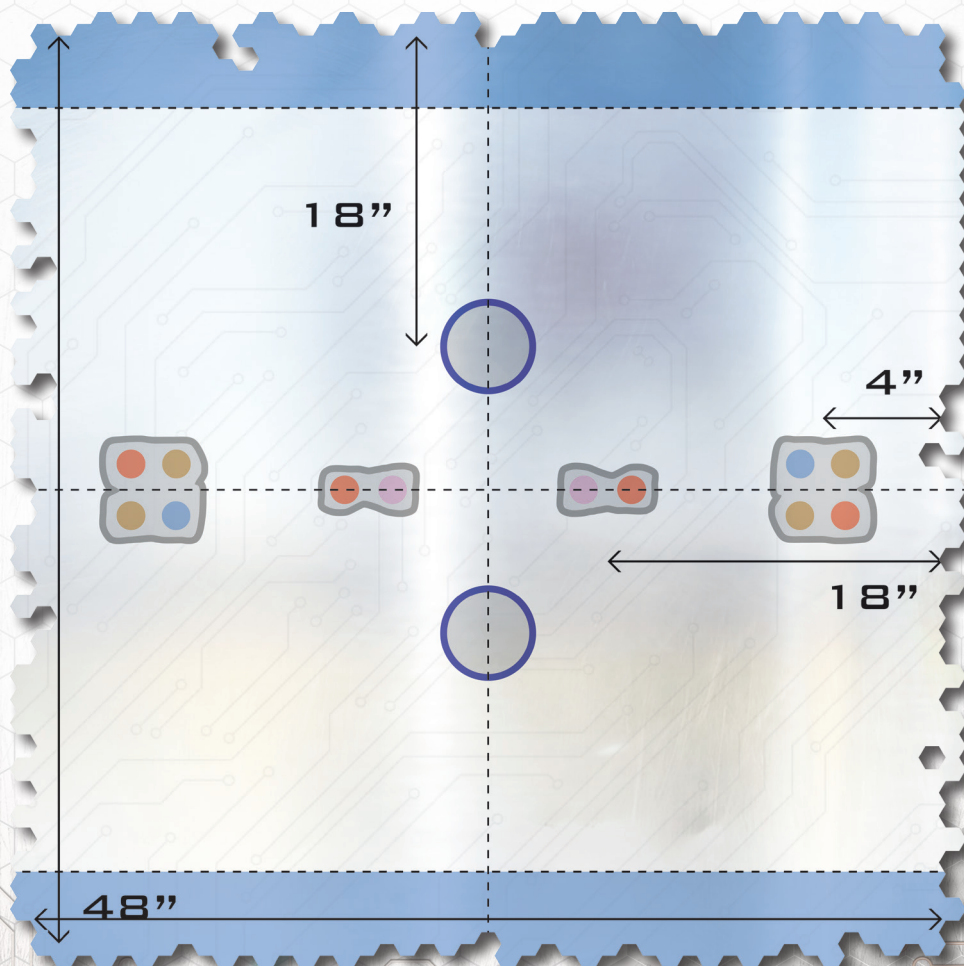
- 6 rounds.

ORBITAL DEBRIS

- 3 Fine.
- 3 Dense.

VICTORY CONDITIONS

- Optional Raze scoring for each player.
- Space Stations are Medium, and are armed with Close Action Armament.
- Clusters and Space Stations score as Critical Locations, but only if a player has at least 1 token in a Sector or Space Station.



ERUPTING BATTLEFRONT

This is where heroes are born and legends are formed. Lead your troops into the fiery crucible of war, hold the centre ground and destroy any who stand in your way!

FLEET

- 1500 points each.

SETUP

- 4'x4' board.

APPROACH

- Battleline.

DURATION

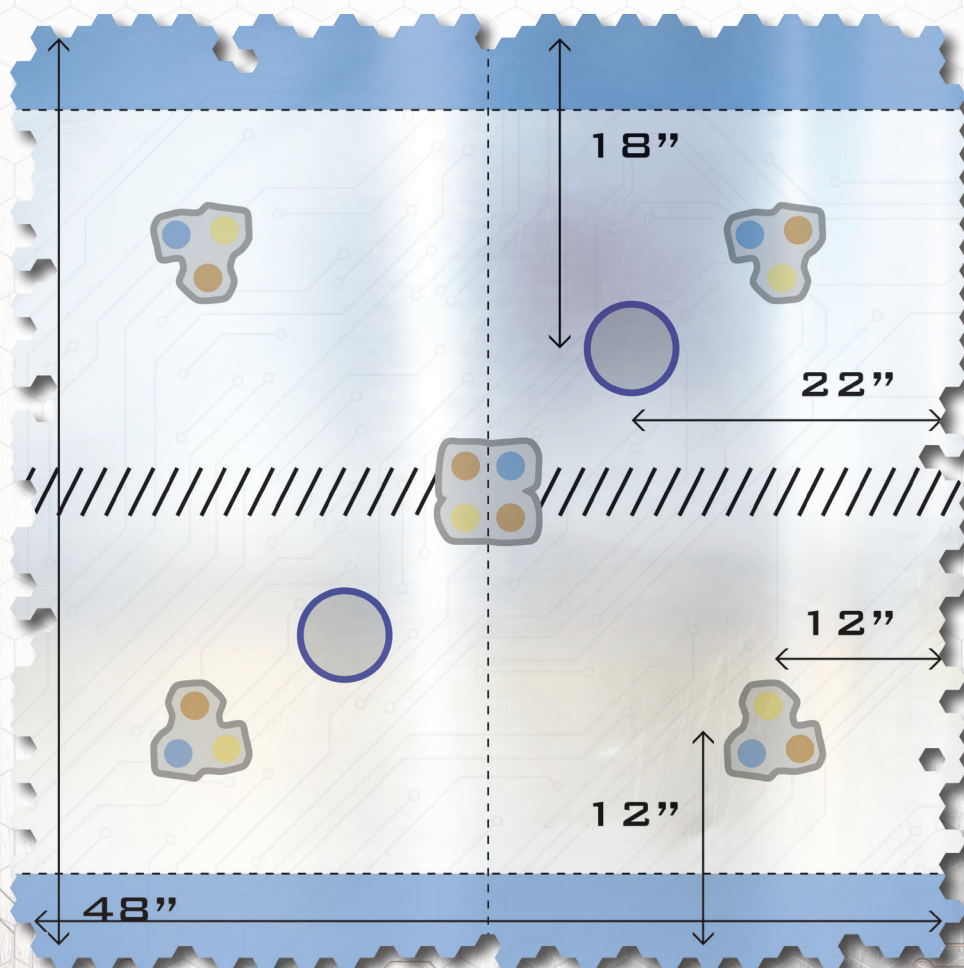
- 6 rounds.

ORBITAL DEBRIS

- Planetary Ring.

VICTORY CONDITIONS

- Space Stations are Medium, score as Standard and Critical Locations.
- Centre Cluster scores as Standard and Critical Location.
- Clusters in the friendly board half score as Standard.
- Clusters in the enemy board half score as Critical Locations and score 2 VP for each Sector destroyed.



WHAT YOU NEED TO BRING

- **1 500 POINT FLEET - AT LEAST 3 COLOURS**
- **2 COPIES OF YOUR FLEET LIST**
- **THIS PLAYER'S PACK**
- **DICE, COUNTERS & TAPE MEASURE**
- **YOUR FACTION'S COMMAND CARDS**
- **RULES - INCLUDING ANY FAQs RELEVANT TO YOUR ARMY**

PRIZES

- **FLAGSHIP**

The player with the highest score at the end of the event.

- **DREADNOUGHT**

The player with the second highest score at the end of the event.

- **GRAND CRUISER**

The player with the third highest score at the end of the event.

- **SPACE DEBRIS**

The player with the lowest score at the end of the event.

- **SUPERNOVA**

Best painted fleet, decided by our judges.