Firestorm Armada – Midlands GT 2017

When: Saturday 2nd & Sunday 3rd September 2017

Where: Imps Gaming - Lincoln

Cost: £10 entry

NOTE: Firestorm Armada Version 2 Rule Set Will Be Used

TOURNAMENT FLEET LIST

- Your fleet should be 1000 points (maximum limit).

- Following all fleet building rules & restrictions as printed in current rule book & fleet manuals (latest PDF editions as published on Spartan Games website, including the Marauders 2017 update).

- Wing type (fighter, interceptor, bomber, etc) must be chosen prior to the tournament (and clearly marked on your fleet list) and the same wing types must be used for all the rounds.

MODEL REQUIREMENTS

- Preferably painted to at least table top standard. There will be an award for best painted fleet (voted on by all players).
- Models should be the Spartan Games models which represent the units from your fleet list.
- Models may be converted but should be predominantly the Spartan Games model. Non current models/sculpts (version 1.0, 1.5, etc.) are perfectly acceptable.
- Proxies are not allowed – unless the model does not yet exist. Any proxies should not cause confusion.
- Ships must be on the bases they were supplied with (NB, at this time, the only ships allowed on the v small bases are the frigates/corvettes from the Taskforce expansion fleets).
- Flight pegs may be of any length, up to a maximum height of a 'standard' Spartan Games flight stand/peg.

ITEMS YOU SHOULD PROVIDE

- Models representing your fleet.
- Two hard copies of your fleet list (at least).
- Dice, tape measure, all relevant tokens (damage, hull points etc), turning templates, battle log counter, pencil and pad.
- A tray is highly recommended for moving fleets between tables.
- Firestorm Rulebook (V2) and current Fleet Guide(s) for all the models in your fleet (electronic versions are acceptable).

FAIR PLAY

- Please play fair and be polite.
- The Tournament Organisers (TO) final word is law!
- The TO will not play in the tournament.
- Remain aware of the time and aim to finish your games within the timeframe.
- Your opponent should have free access to your fleet list at any time, please have a hard copy available for your opponent if required (hardpoints, upgrades, wing type etc must be clearly identified)

TOURNAMENT STRUCTURE

- There will be 5 rounds – 3 rounds will be played on Saturday & 2 rounds played on Sunday
- Each round will be a different 'mission' (detailed later), all players will play the same mission in each round
- Prizes will be awarded for;
  - 1st, 2nd & 3rd Place
  - Best Painted (by player vote)
- The Tournament winner will be the player who scores the most Victory Points (VPs) over 5 rounds - plus any additional bonus VPs awarded (see below)
- If two (or more) players are tied on VPs after 5 rounds, their Battlelog difference (total over 5 rounds) will be used as a first tiebreaker and their Battlelog total (over 5 rounds) will be used as a second tiebreaker
- In the first round players will be drawn randomly with (as far as possible) the following exceptions:
  - No mirror matches by faction to be paired up.
  - No members from the same club/group to be paired up.
  - A grudge match has been issues by one player and accepted by the other.
- The subsequent rounds will use the Swiss System. That is, players will be paired against others of a similar standing, whilst avoiding previous opponents.
- Tables will be randomly assigned.
- All terrain will be set up prior to the game by the TO.
- In the event of a bye, the 'bye' player will be chosen at random and will receive 6 VPs for that round. The 'bye' player may elect to play the TO in a round (just to get a game) – The result of this game will not effect the 6 VPs awarded for the bye.
- Players who submit their 'final' tournament fleet list to the TO, 'at least' one week before the tournament begins will receive 2 bonus VPs

VICTORY POINTS (VPs) SCORING

- Each round can earn a player a maximum of 10 VPs
- VPs are scored during a round in two ways, these are;

  1. Through causing damage and destruction to the enemy fleet, tracked by the battle log
  2. Through completing scenario/mission specific objectives (these vary by scenario/mission)

VPs awarded from the battle log;

Difference in Battle Log	VPs for player ahead	VPs for player behind
0-4	3	3
5-9	4	2
10-14	5	1
15+	6	0

There are **0–6 VPs** available from the battle log score

VPs awarded from achieving objectives;

Achieving specific scenario/mission objectives will award VPs (these will be detailed in each scenario/mission) – a total of **4 VPs** per scenario/mission will be available through achieving objectives

Therefore a maximum total of **10 VPs** are available per scenario/mission

Each player may score any number of VPs per round, up to the maximum of 10, for the purposes of determining a 'winner' in each round, the player with the highest VP total is considered the winner (NB a player may have a lower battle log score but still 'win' due to achieving the scenario/mission objectives). If both players score the same VPs the game is considered a 'draw'

REMEMBER – 2 additional VP's will be awarded (for the whole tournament – not per round) if fleet lists are submitted to the TO at least 1 week before the tournament starts

HOUSE RULES

- Any ships that have arrived by Outflanking, and are therefore deployed on the table edge, cannot be pushed off the table by Gravity Weapons prior to their first activation. Following their first activation they are fair game!
- Conceding. If a player concedes a game they should at least play until the end of the current game turn. They will then reduce their battle log by 5 points. They will not score any objective based VPs. Their Opponent will score all 4 Objective VPs
- The Voluntary Decompression optional rule will not be used during this tournament.
- The Moving Terrain optional rules will not be used during this tournament.
- Commanders, from System Wars or other supplementary documents, may not be used in this event.

MISSIONS

All missions will be the 'standard' game length as per rulebook, ie roll after Turn 5 to determine if to play Turn 6, etc

All missions have standard reserve deployment, as per rulebook

1 – Recover Resources

Set up – 8" Deployment zones along long edge (ie normal setup).

- 5 Resource Objective tokens are required
- Before deployment place one objective token in the exact centre of the table.
- After the players have rolled off for table edge selection, each player takes it in turns (after an opposed tactic roll to determine who goes first) to place, firstly, one objective token within 8" of the centre line on their side own of the table and , secondary, one objective token within 8" of the centre line on the opponents side of the table.
- No objective may be placed with 12" of another – No objective can be placed closer than 6" away from a short table edge

Victory Conditions

- 0-6VP for standard battle log table.
- 1VP for being the first player to capture an objective (NB only one player can score this).
- 1VP for capturing any objective, after the first (above), during the game (NB both players can score this).
- 2VP for capturing more objectives than your opponent (NB no points if drawn).

Capturing Resource Objectives

- A squadron that starts its activation with at least one model within 6" of a Resource Objective (flight per to centre of token) may attempt to capture it.
- A command test must be taken. If passed it has been captured, remove the token from the table. If failed, it has not been captured and remains on the table. If it was failed with no successes then the D3+1 hazard tokens must be distributed as evenly as possible amongst ships in the squadron, starting with the closest ship to the token.
- A squadron can only try to capture 1 objective per turn (no spreading out squadrons to cover multiple objectives!)
- Disordered squadrons use 1 less dice for their command tests to capture Resources.

2 – Rescue Operatives or Acquire Slaves

Set up – 8" Deployment zones along long edge (ie normal setup)

- x2 Objectives. Placed on the centreline 12" from the centre in opposite directions.

Victory Conditions

- 0-6VP for standard battle log table.
- 1VP for rescuing any operatives during the game.
- 1VP for rescuing more operatives than your opponent (at the end of the game).
- 1VP for rescuing double or more operatives than your opponent (cumulative with above).
- 1VP for destroying an enemy squadron that had rescued operatives on board (1VP only for multiple destroys).

Capturing Operative Objectives

- To rescue operatives a **ship** in a squadron that starts its activation with in 6" of an Objective (flight peg to centre of token).
  - o Place dice or token on a ship in the squadron to show they have rescued some operatives. Start the token/dice on 1 and increase by 1 each time a squadron rescues additional operatives (next turn etc).
  - o A ship (any class) may carry a maximum of 6 rescued operatives.
  - o If the ship with the tokens is destroyed move the tokens to another ship in the squadron if possible . (remember the maximum any ship can carry is 6 operatives)
  - o If the whole squadron is destroyed the tokens are lost! Remove them from the game.
  - o Any number of squadrons can rescue operatives each game turn.
- Ships in a squadron can only try to rescue operatives from one objective per turn (no spreading out squadrons to cover multiple objectives!)
- At the end of the game total up the number of objective tokens that are on ships you control or that were on ships that left via FSE to determine the number of victory points you will receive.

Mission Special Rules

- "We have ways of making you talk". Before the game each Admiral gets the Intel Gathered TAC for free before choosing their other TACs. However it may only be used if the player currently has rescued any operatives.

3 - Sector Control

Set up – Corner deployment zones up to half way along each table edge. Opposite corners.

- Table is divided in to quarters (Sectors). There will be 2 quarters containing the deployment zones and 2 neutral sectors, A and B.

Victory Conditions

- 0-6VP for standard battle log table.
- 2VP at the end of the game for controlling the sector containing your opponents deployment zone
- 1VP at the end of the game for controlling neutral sector A
- 1VP at the end of the game for controlling neutral sector B.

Controlling a Sector

- A squadron cannot be split over 2 sectors. The controlling player must decide which sector they will count as being in for scoring.
- To determine control the following process is used:
  - Tier 1 squadrons are worth 3 Control Points.
  - Tier 2 squadrons are worth 2 Control Points.
  - Tier 3 squadrons are worth 1 Control Point.
  - The Admiral is worth one additional Control Point.
- Total up the Control Points earned by Squadrons in each Sector. The player with the most Control Points in a Sector controls that Sector.

Mission Special Rules

- "Accelerate to flanking speed". Before the game each Admiral gets the Drives to Maximum TAC for free before choosing their other TACs.

4 – Secure the Facilities

Set up – 8" Deployment zones along long edge, but only within 24" of short table edge (ie a 8"x24" box in each corner)

- x3 objectives.
- 1 placed centrally
- The other two are placed either side along the centre line, half way between the centre and table edge.

Victory Conditions

- 0-6VP for standard battle log table.
- 1VP for capturing any objective during the game.
- 1VP if the Admiral survives the game (this includes FSE'ing out).
- 2VP at the end of the game controlling more objectives than your opponent.

Controlling Objectives

- Squadron must start their activation within 6" of objective (flight peg to centre of token). If they do so then they capture it for their side. Objectives may end up flipping multiple times per turn!

Mission Special Rules

- The Admiral cannot FSE until their ship/squadron has personally captured, and is currently holding an objective.
- "Found some Spares!" Before the game each Admiral gets the Focused Repair TAC for free before choosing their other TACs. However it may only be used if the player is in control of an objective.

5 – Hold The Waypoints

Set up – 8" Deployment zones along long edge (ie normal setup).

- Two objective tokens are required, these are the Waypoint Beacons
- Before deployment each player places x1 objective token within 4" of their deployment zone (ie 12" of table edge) but not with 12" of a short table edge.

Victory Conditions

- 0-6VP for standard battle log table.
- 1VP for being the 1st player to capture their opponent's waypoint.

          EITHER/OR
- 1VP at the end of the game if you control a single way point.
- 2VP at the end of the game if you control both way points.

- 1VP if you successfully enact a fold space escape in any turn after after Turn 3.

Capturing Waypoints

- To capture a waypoint a ship from a Squadron must start their activation within 6" of objective (flight peg to centre of token) and there are no enemy ships/models within 12" (flight peg to centre of token).

Mission Special Rules

- "Waypoint locked on". Before the game each Admiral gets the Perfect Timing TAC for free before choosing their other TACs. However it may only be used if the player controls a waypoint.

VENUE DETAILS

Imps Gaming

A friendly local gaming store located a short distance from Lincoln City centre. An industrial unit type venue, run by gamers with a store front carrying various systems and a large gaming hall able to fit 15 full sized gaming tables.

Imps Gaming
15 Crofton Close
Allenby Industrial Estate
Lincoln
Lincolnshire
LN3 4NT

01522 535103

www.imps-gaming.com

The venue is approx. 5 min drive (30 min walk) from central Lincoln City. For those thinking of staying over, there are a number of accommodation options in the city centre – Guest houses, Premier Inn, Holiday Inn Express, Holiday Inn, Hilton, etc.

Lincoln has a vibrant city centre with a variety of restaurants, bars, clubs, etc, providing plenty of options for evening eating/activities.