

The Schaumburg Clash!



Dystopian Wars GT

Adepticon 2017



On ravaged battlefields across the globe, huge armies take to the field, spearheaded by mighty armored behemoths the size of fortresses. Bristling with cannon, rocket batteries, and even more devastating weapons, packed with battalions of assault troops, these massive juggernauts loom over legions of lesser land ironclads; clashing in massed battle amid raging maelstroms of steel and thunder that shake the very earth itself.

1.1 General Information and Requirements

Join the WayGate and Spartan Games in welcoming Dystopian Wars to AdeptiCon. This will be a 3 Round tournament with the following criteria:

- Fleets to be 1250 Points using the standard method in section A of the Rule Book
 - Naval Core
 - Units placed in **Strategic Forces** are not allocated to **Advanced**, **Flank**, or **Reserve**. This is done in an additional step before the start of deployment each game.
- Allies are allowed as per the 2.0 Rule Book
 - Players may only have 1 additional faction
 - Operational Assets are not considered an additional faction as everyone has access to the same assets
 - **NO INVADERS**
- Rules will be the current 2.0 Rules alongside the latest FAQ
- Each round will be 150 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

Players will need the following:

- Dice, tape, tokens, and templates
- A 2.0 Rulebook
- TAC Cards
- Hard Copies of Statistics for units they are using
- 4 Additional Copies of your Fleet List (1 for the Judge, and 1 for each of your opponents)
- Your fleet! (Fleets should at least be primed at a minimum and ideally painted to a 3 color minimum, although painting will not affect your score)

- You may provide lists printed with Army Builder or neatly typed lists that make your force composition as easy as possible to understand (e.g. Unit/Quantity/Upgrades/Core/Strategic/Points)

2.1 Tactical Action Cards

Players have five TAC cards which they choose before each round. You will only have access to these **FIVE** TAC CARDS for that particular round. **DO NOT** draw additional cards unless specified to do so. These follow the standard procedure in section A with the following exceptions:

- You may only include **ONE 60 Point Card**.
- When cards are played they subtract from their user's Victory Point (VP) total. This is applied to the VP totals for tiebreak purposes but has no other effect on the game. Note that this will also apply should tiebreakers be necessary to decide overall standings.
- Cards **CANNOT** be cancelled by paying their cost. Only the *Espionage* card (or similar ability such as *EotBS Shadow Tactics*) can cancel.
- Players have access to the standard deck of 16 Cards. If players are eligible to use cards such as *Tally Ho!*, *Operation Shadow Hunter*, or *National Cards*, then the card(s) they wish to use and the cards that they have been substituted for **MUST** be noted on their fleet list.

3.1 Tournament Scoring

The Schaumburg Clash will be won by a combination of achieving mission goals and destroying the enemy. Each round will use a specific scenario which will specify its victory conditions. Players will keep track of the following throughout the event: Tournament Points (TP) and Victory Points (VP). Victory Points will be calculated by adding up the VP a player has achieved and subtracting any VP conceded to the opposing player. Note this may be a negative value!

Each Round is scored in the following way:

0 TP	Major Loss
3 TP	Minor Loss
5 TP	Draw
7 TP	Minor Victory
10 TP	Major Victory

3.2 Scoring Damaged Units

Players also receive VP for opponents' damaged units. Any enemy units which have been taken to 50% or lower of their starting hull points are worth 50% of their listed price.

3.3 Winning the Event

At the end of the event, the player with the highest total TP is the winner. As a tiebreaker, total VP are then looked at. As a second tie breaker, Strength of Schedule (SoS) is then looked at. SoS is determined first by adding up the total TP of your opponents. If this is also a tie, then the total VP of your opponents is looked at.

3.4 Concessions

Unfortunately, every now and again, a player will concede rather than play on until the end of a round. On such occasions the **Conceding Player** score no victory points loses any VP they had achieved during that round. The opponent is awarded a Major Victory and is awarded VP for all models destroyed, prizes they have on the table, and scores a bonus VP value equal to their own remaining models **OR** their opponent's (including strategic value), whichever is lower.

4.1 Pairings

Pairings are random in the first round. After the first round players are paired by the highest TP to the lowest. Players are also ordered by VP after TP. Players cannot play each other twice. In the event that players would be paired twice, the player with the lower TP or VP will be paired down and the higher player plays the next viable player on the list. If for some reason this proves impossible, players will be paired so as to create the least disturbance possible.

5.1 Judges/Event Organizers

Judges are there to facilitate the event and try to impartially mediate any rules questions or odd situation(s). In these situations, the Judge will allow players to make their case briefly, but any decisions by the Judge are **FINAL**. Attempting to argue the point after a ruling will lead to a **First Warning** and then a **Dismissal** from the event. If the question is beyond a quick resolution, Judges reserve the right to enforce the "4+ Rule".

6.1 Definition of Key Event Terms

- **Objectives** – Objectives are 40mm circular models. They always count as **Massive** in terms of surface height (unless specified otherwise), and occupy the Surface and Submerged height levels. Each scenario will state how the objectives function in the scenario and how they interact with fleets on the table.
- **Zones of Control** – Zones are 12" diameter circles that have no height level, terrain, or model qualities. Any additional Special Rules are specified within the scenario.
- **Focal Points** – Focal Points are 5" diameter circular terrain features which are either medium or large in surface height. They are always considered Hard Terrain and are impassible for all models occupying the surface and submerged height levels. Each scenario will detail how they interact with fleets on the table.
- **Quadrants** – Quadrants are determined by dividing No Man's Land into FOUR equal areas. Each scenario will detail the function of Quadrants during the game.

- **Supplies** – Supplies are represented by 2” diameter circles which are on the surface height level and have no size. If, during its activation, a model of at least Small size touches the Supply Marker while it is moving on either the surface or flying height level, the model can “take it aboard”.
 - Once per activation, models with supplies aboard may pass the supplies to another friendly vessel by the same method as boarding.
 - Friendly models may board a model carrying supplies in their activation to transfer the supplies onto themselves. Conversely, if a model carrying the supplies is boarded, then the aggressor may take any supplies back with their surviving assault points.
 - Any models carrying supplies which are derelict may be boarded by either side to claim the supplies.
 - Whenever a model carrying supplies is sunk, the supplies are dropped where the center of the model was.
 - The way supplies affect the outcome of a mission is specified in each scenario.

Clash on the High Seas

Mission Overview: Reconnaissance planes have spotted a large enemy fleet ahead. Destroy as much of the enemy as possible to secure your operations in this theatre.



Deployment: Standard

Mission Length: 6 Turns or 150 Minutes (whichever comes first)

Primary Objective: Your goal is to destroy as much of the enemy fleet as possible while minimizing your own losses. Score victory points as normal. In addition, you can earn bonus VP for achieving the following:

- Earn 25 Bonus Victory Points for scoring 50% or more of all enemy Small units.
- Earn 25 Bonus Victory Points for scoring 50% or more of all enemy Medium units.
- Earn 25 Bonus Victory Points for scoring ALL enemy Large/Massive units.
- Earn 25 Bonus Victory Points for destroying ALL enemy SAS tokens.
- Earn 25 Bonus Victory Points for having 50% or more of your Small units alive at the end of the game.
- Earn 25 Bonus Victory Points for having 50% or more of your Medium units alive at the end of the game.
- Earn 25 Bonus Victory Points for having ALL of your Large/Massive units alive at the end of the game.

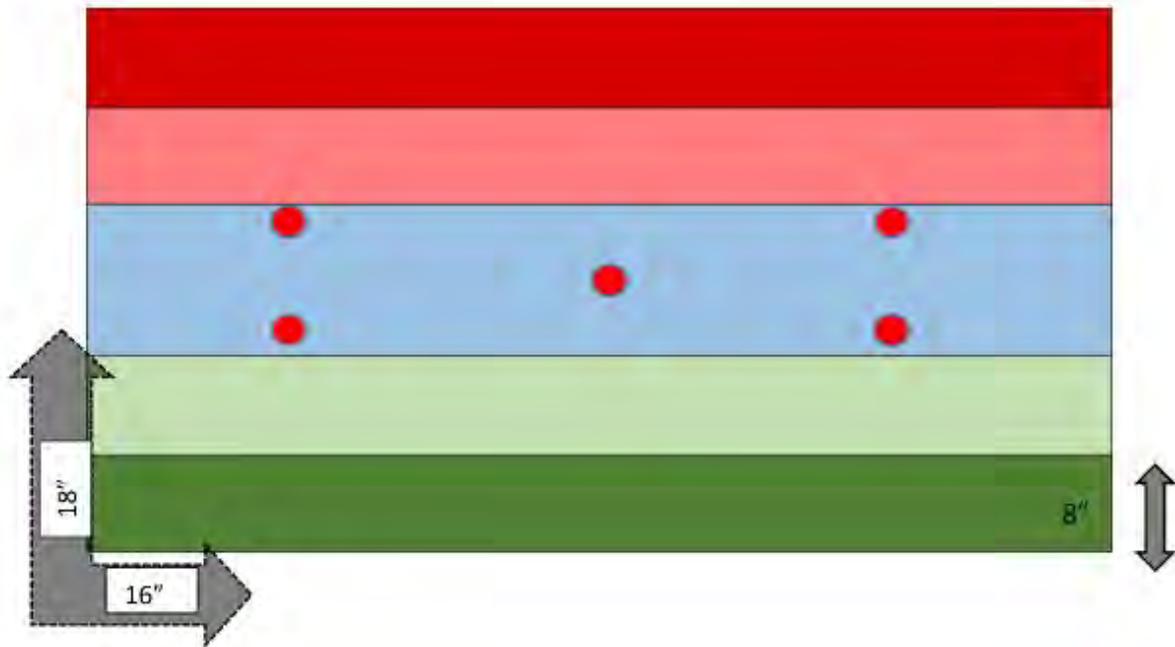
Secondary Objective: Players can earn Victory Points for achieving the following Secondary Objectives:

- **I Sunk Your Battleship** - Earn 25 Victory Points for sinking the enemy Commodore's vessel.
- **Raid Supply Lines** – Earn 25 Victory Points if you have at least 1 Small or Medium squadron wholly within the enemy Deployment Zone at the end of the game.
- **Protect Supply Lines** – Earn 25 Victory Points if there are no enemy Squadrons (Small-Massive) in your Deployment Zone.

Victory Condition: At the end of the game, if a player has 300 or more VP than their opponent, they have achieved a Major Victory. If there is a 101-299 VP difference then the player has achieved a Minor Victory. A 0-99 VP difference results in a draw.

Sturgenium Veins

Mission Overview: Both forces rush to seize newly discovered sturgenium rigs to aid the war effort.



At deployment, each player places an **Objective** so that its center is 16" from their left hand table edge and 18" from their deployment edge. Each player **repeats this process** for the right hand table edge. Finally, place one **Objective** in the exact center of the board. There should be a total of **five** objectives.

The objectives are **neutral** models. Each objective may have up to ten Assault Points (AP) placed on it at any time. Squadrons may board an objective during the boarding segment of their activation to reinforce it if it is under friendly control, or to capture it if it is neutral/under enemy control.

When boarding is announced, a single enemy unit may declare anti-boarding Ack Ack (AA) if it is within 4" of the objective and has line of sight to the boarding models. Note that this can be done regardless of who controls the objective.

Models within AA range can shoot at AP placed on an objective. Each roll of a 6 will kill on assault point. A roll of a 5 will cause damage to the rig and will place D3-1 Raging Fire marker on the objective which can be repaired as normal in the end phase. If neutral, still make the roll as it is assumed civilian crew will attempt to put out the fire.

Deployment: Standard

Mission Length: 6 Turns or 150 Minutes (whichever comes first)

Primary Objective: At the **End of Game Turn 2**, Players score 1 Mission Point for each of their near objectives they control, 2 points for each far objective they control, and 3 points for holding the central objective. Repeat this procedure at the **End of Game Turns 4 and Turn 6**.

Secondary Objective: Players can earn Mission Points for achieving the following Secondary Objectives:

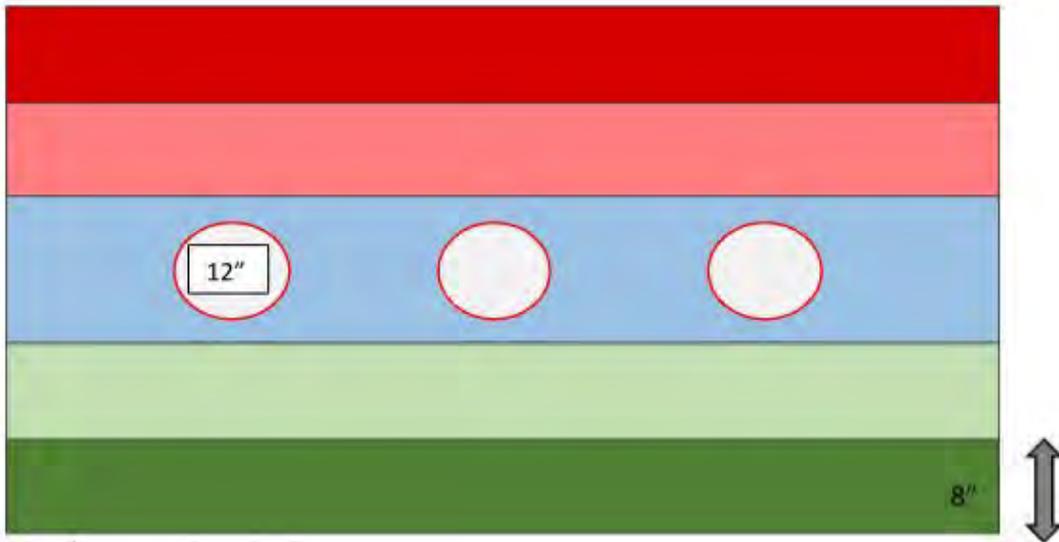
- **I Sunk Your Battleship** - Earn 1 Mission Point for sinking the enemy Commodore's vessel.
- **Raid Supply Lines** – Earn 1 Mission Point if you have at least 1 Small or Medium squadron wholly within the enemy Deployment Zone at the end of the game.
- **Protect Supply Lines** – Earn 1 Mission Point if there are no enemy Squadrons (Small-Massive) in your Deployment Zone.

Victory Condition: If a player has **5** or more Mission Points than their opponent they achieve a Major Victory. If a player has **2-4** more Mission Points than their opponent, they achieve a Minor Victory. If the difference in Mission Points is 0-1 then the game is a Draw.

Capture and Control

Mission Overview: Your fleet has been tasked with taking control of key sectors in the upcoming battle. Victory depends on how well you can control these areas.

Before deployment, place three Zones of Control along the centerline of the table. Place the first ZoC in the exact center of the table. Then, space the remaining two ZoC 12" away along the centerline.



Deployment: Standard

Mission Length: 6 Turns or 150 Minutes (whichever comes first)

Primary Objective: At the end of each Game Turn, the player with the most points in a ZoC will have control of that zone (disordered squadrons/units will not count). The left and right ZoC will be worth 1 Mission Point when scored while the central ZoC will be worth 2 Mission Points when scored. If you control two or more ZoC at the end of a Game Turn you will earn an additional Mission Point.

Secondary Objective: Players can earn Victory Points for achieving the following Secondary Objectives:

- **I Sunk Your Battleship** - Earn 25 Victory Points for sinking the enemy Commodore's vessel.
- **Raid Supply Lines** – Earn 25 Victory Points if you have at least 1 Small or Medium squadron wholly within the enemy Deployment Zone at the end of the game.
- **Protect Supply Lines** – Earn 25 Victory Points if there are no enemy Squadrons (Small-Massive) in your Deployment Zone.

Victory Condition: The first player to score 10 Mission Points will earn a Major Victory. If neither player has earned 10 Mission Points but one has more MP than the other, they earn a

Minor Victory. If players have the same MP or neither player has earned at least 5 MP, the game is a draw.