

The 2nd Schaumburg Beach Head



For More info visit: www.thewaygate.blogspot.com



Adepticon 2017



Mission Pack 1.1 Written 1/10/2017

OVERVIEW

The Tournament rounds are 2.5 hours in length

Armies are to be 5000 points

The Official rules document is also available at

www.thewaygate.blogspot.com

www.Adepticon.org

This Rules Document is intended to familiarize players with the format of The Schaumburg Beach head

WHAT YOU WILL NEED

-Two copies of each list. [One copy of each will be submitted to the tournament officials during sign-up]

-A tape measure and movement template.

-An appropriate amount of dice for your fleet.

-Tactical Activation Cards (TAC's) [Cards must be of the most current wording]

-Damage markers (disorder and hull),, status tokens, etc.

-A copy of the V1.0 rule book*** with FAQ*** pages.

-A copy of the most recent version of your Army Orbat(s)*** for all Units in your army.

****As a note: Due to the nature of how Spartan Games releases rules, FAQ's, and Orbats online, the most current versions will be used. However, Updates past March 1st will not be used and once the tournament begins, no alterations to rules will be accepted in the unlikely case of a mid-tournament update.*

-All models that compose your Army and individual Helix's.

Note: Digital copies of Orbats and rule book are allowed however whatever device used to store and read documents must be made available for opponents and/or judges to inspect if needed. If for some reason the device loses charge through the course of the tournament the player will be given no more than 15 minutes to remedy the problem at which time he/she will forfeit the round.

Army LISTS

A player may have up to two different Army lists to choose from before each round begins. Each list must be a legal Army for the point level of the tournament you are participating in as determined by the core race's current Orbat. Additionally, the core race for each list must be the same. In the case of an allied Helix (Zenian, Kurak, or Marauders) the primary race chosen must be the same in each list.

Army lists will be selected for play in a round after a player has had time to review all of the opponent's lists. Both players will reveal their selected lists simultaneously.

TAC's will be chosen after lists are revealed but before the scenario starts.

MODEL REQUIREMENTS

if a model exists for a Unit in the Spartan Games model range, then that model will be used. If a Unit is selected for play but has no model, a substitute ship may be used **as long as it is appropriate in both size and scale** to be comparable to other Spartan Games models in its size class. The substituted model must also be significantly different from all other models in the army to avoid any confusion on the part of the opponent.

All models must be painted to a 3 color minimum standard.

ROUNDS

Each round will be two and a half hours. The boards will have pre-set terrain. The details regarding the missions may be found in the appropriate entry in the supplied mission packets.

SCORING AND RANKING

Scoring will be based on Game Points. Completing Objectives Earns Game points. The winner of A game is the player who completes the most objectives and earns more Game points than their opponent. Pairings are based on the Win-Loss-Draw with Total Game points used to determine the overall winner. A player's Total TV scored will be used as the first tie breaker with Strength of schedule used as the second tie breaker.

PLAYER CONCESSION AND CONDUCT

Sometimes a player will concede before a game ends naturally. In this case, all of the player's Units will be counted as destroyed, adjusting both players' Zero Hour Trackers accordingly. Additionally, the remaining player will be allowed to "finish" the game alone for the purposes of completing objectives. This will typically result in the remaining player accomplishing all objectives.

Players are encouraged to attempt to finish the games rather than merely concede them to the enemy.

The event will be using the Official FAQ found at www.spartangames.co.uk

Mission 1: Blitz Kreig!

| | | | |
|--|---------------------------|--|---|
| | COMMANDER 1 DEPLOYMENT | |  |
| | | | |
| | | | |
| | | | |
| | COMMANDER 2 DEPLOYMENT | |  |

Set-up: Terrain should be preset before the round begins. If both players agree that the terrain is not set-up correctly adjustments can be made according to the map above.

Deployment: This scenario follows the normal rules for choosing your deployment zone and placing forces. The shapes of the deployment zones are shown on the scenario map above.

Special Rules: The Zero Hour Tracker will start at 100. Buildings in this mission count as Primary, Secondary and Tertiary Objectives. Primary Objectives are worth 5 TV, secondary 3 TV and Tertiary 1 TV

Primary Objective +4 Game Points

The player who reaches 0 on the zero hour tracker first wins this objective. If both players reach 0 in the same turn then whoever has the most negative wins this objective. If both players' are tied, each player receives one Game Point instead. If Neither Player Hits zero then the player with the lowest zero hour tracker wins this objective.

Secondary Objective +2 Game Points

The player who has the most non flyer units in their opponent's deployment zone at the end of the game wins this objective. If both players have the same number of units then neither gets this objective.

Tertiary Objective +1 Game Points

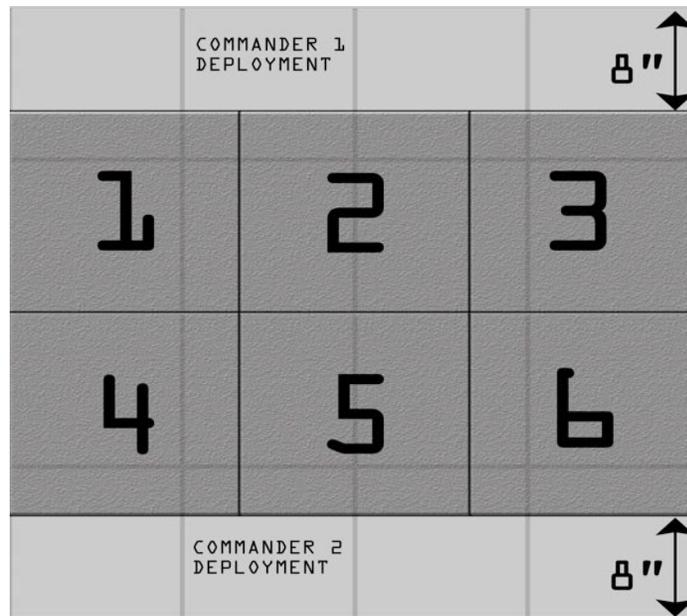
The Player who Kills a Command element first wins this objective. If a Command element dies to disorder then your opponent still receives this objective

Game Length: 5 turns

Determine the Victor

After the game has concluded. Add together the total Game Points earned from the three Objectives separately, for each player. The player with the most Game Points is the victor. Should no player have more than the other, the game is a draw

Mission 2: Take and Hold



Set-up: Terrain should be preset before the round begins. If both players agree that the terrain is not set-up correctly adjustments can be made according to the map above.

Deployment: This scenario follows the normal rules for choosing your deployment zone and placing forces. The shapes of the deployment zones are shown on the scenario map above.

Special Rules: The Table area outside of the deployment zone is divided into 6 separate zones as noted on the mission map. A zone is considered controlled if it has a Squadron completely within the zone and no enemy units in the zone. The units holding the zone must be completely inside the zone. If one member of the unit is partly in one zone and partly in another than it does not control or contest the zone. Rear Echelon Units cannot control a zone.

A player controlling a zone also scores TV during the game. A player receive 3 TV at the end of the turn for each sector they control.

The Zero Hour Tracker will start at 100

Primary Objective +4 Game Points

The player who controls the most sectors at the end of the game wins this objective. If both players control the same number of sectors than neither wins this objective.

Secondary Objective +2 Game Points

The player who reaches 0 on the zero hour tracker first wins this objective. If both players reach 0 in the same turn then whoever has the most negative wins this objective. If both players' are tied, each player receives one Game Point instead. If Neither Player Hits zero then the player with the lowest zero hour tracker wins this objective.

Tertiary Objective +1 Game Points

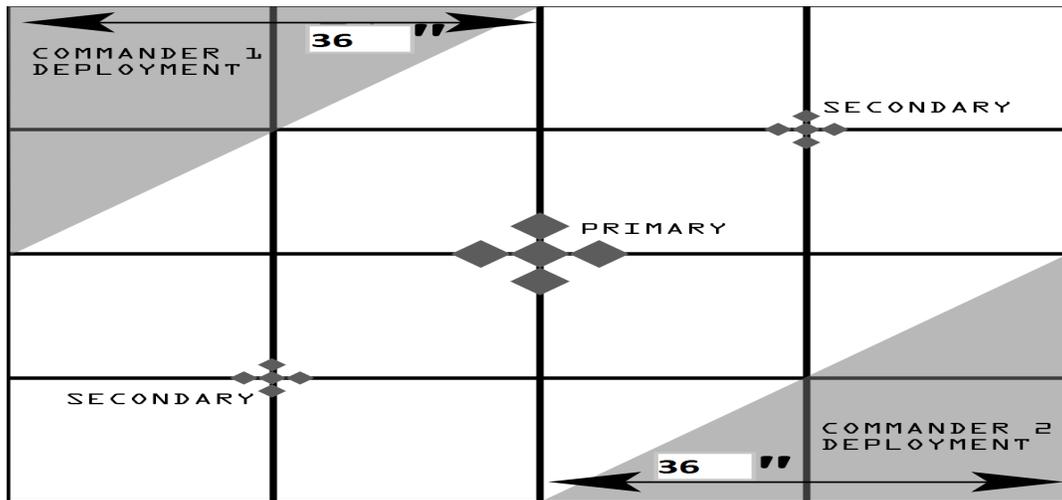
The player who has the most non flyer, non rear echelon units in their opponent's deployment zone at the end of the game wins this objective. If both players have the same number of units then neither gets this objective.

Game Length: 5 turns

Determine the Victor

After the game has concluded. Add together the total Game Points earned from the three Objectives separately, for each player. The player with the most Game Points is the victor. Should no player have more than the other, the game is a draw

Mission 3: Beach Head



Set-up: Terrain should be preset before the round begins. If both players agree that the terrain is not set-up correctly adjustments can be made according to the map above.

Deployment: This scenario follows the normal rules for choosing your deployment zone and placing forces. The shapes of the deployment zones are shown on the scenario map above.

Special Rules: There is one main objective in the center of the map and two secondary objectives in the positions denoted on the mission map. The center objective is worth 5 TV if it is held and the two secondary objectives are worth 3 TV if held. Rules for holding an objective are as written in the main rulebook.

The Zero Hour Tracker will start at 100

Primary Objective +4 Game Points

The Player who holds the most objectives at the end of the game wins this objective. If both players have an equal number of objectives than 1 game point is scored per player

Secondary Objective +2 Game Points

The player who reaches 0 on the zero hour tracker first wins this objective. If both players reach 0 in the same turn then whoever has the most negative wins this objective. If both players' are tied, each player receives one Game Point instead. If Neither Player Hits zero then the player with the lowest zero hour tracker wins this objective.

Tertiary Objective +1 Game Points

The player who hold the center objective for two consecutive turns first wins this objective.

Game Length: 5 turns

Determine the Victor

After the game has concluded. Add together the total Game Points earned from the three Objectives separately, for each player. The player with the most Game Points is the victor. Should no player have more than the other, the game is a draw

Round # _____

Player 1 Real Name _____

Spartan Community Handle _____

Player 1 Faction _____

Zero Hour Tracker Player 1: _____

Player 1 Game Points Scored from Primary Objective: _____

Player 1 Game Points Scored from Secondary Objective: _____

Player 1 Game Points Scored from Tertiary Objective: _____

Player 2 Real Name _____

Spartan Community Handle _____

Player 2 Faction _____

Zero Hour Tracker Player 2: _____

Player 2 Game Points Scored from Primary Objective: _____

Player 2 Game Points Scored from Secondary Objective: _____

Player 2 Game Points Scored from Tertiary Objective: _____

Only one score sheet needs to be turned into Sector Command at the end of the round. Both players must sign the sheet, however for the round to count.

| | |
|--------------------|--------------------|
| Player 1 Signature | Player 2 Signature |
| | |

Round # _____

Player 1 Real Name _____

Spartan Community Handle _____

Player 1 Faction _____

Zero Hour Tracker Player 1: _____

Player 1 Game Points Scored from Primary Objective: _____

Player 1 Game Points Scored from Secondary Objective: _____

Player 1 Game Points Scored from Tertiary Objective: _____

Player 2 Real Name _____

Spartan Community Handle _____

Player 2 Faction _____

Zero Hour Tracker Player 2: _____

Player 2 Game Points Scored from Primary Objective: _____

Player 2 Game Points Scored from Secondary Objective: _____

Player 2 Game Points Scored from Tertiary Objective: _____

Only one score sheet needs to be turned into Sector Command at the end of the round. Both players must sign the sheet, however for the round to count.

| | |
|--------------------|--------------------|
| Player 1 Signature | Player 2 Signature |
| | |

Round # _____

Player 1 Real Name _____

Spartan Community Handle _____

Player 1 Faction _____

Zero Hour Tracker Player 1: _____

Player 1 Game Points Scored from Primary Objective: _____

Player 1 Game Points Scored from Secondary Objective: _____

Player 1 Game Points Scored from Tertiary Objective: _____

Player 2 Real Name _____

Spartan Community Handle _____

Player 2 Faction _____

Zero Hour Tracker Player 2: _____

Player 2 Game Points Scored from Primary Objective: _____

Player 2 Game Points Scored from Secondary Objective: _____

Player 2 Game Points Scored from Tertiary Objective: _____

Only one score sheet needs to be turned into Sector Command at the end of the round. Both players must sign the sheet, however for the round to count.

| | |
|--------------------|--------------------|
| Player 1 Signature | Player 2 Signature |
| | |