The 3rd Schaumburg Prime Offensive Missions

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The 3rd Annual Schaumburg Prime Offensive At Adepticon 2017

OVERVIEW

The Schaumburg Prime Offensive Primer missions are intended to provide an example of the missions, not the actual missions, for the Schaumburg Prime Offensive North American Firestorm Armada Championships.

The Tournament rounds are 2.5 hours in length.

Fleet MFV will not exceed 900 points.

The official rules document will be available at:

www.thewaygate.blogspot.com

www.Adepticon.org

This Rules Document is intended to familiarize players with the format of The Schaumburg Prime Offensive Tournament

Note: As a modification to normal rules, for these tournaments, any ship destroyed in any way, and for any reason will be credited to the opponent as destroyed for the purposes of adjusting Battle Log.

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 (crew and hull), mine tokens, status tokens, etc.

-A copy of the V2.0 rulebook*** with FAQ*** pages.

-A copy of the most recent version of your fleet manual(s)*** for all ships in your fleets.

***As a note: Due to the nature of how Spartan Games releases rules, FAQ's, and fleet manuals online, the most current versions will be used. However, once the tournament begins, no alterations to rules will be accepted in the unlikely case of a mid-tournament update.

-All models (including SRS tokens) that compose your fleet(s).

Note: Digital copies of fleet manuals 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.

FLEET LISTS

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

For example, if Xelocians are filling the mandatory Tier slots in the first list, they must do so in the second as well.

Fleet 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.

OPTIONAL RULES

The *Voluntary Decompression* optional rule will **not** be used during this tournament.

The *Moving Terrain* optional rules will **not** be used during this tournament.

NEW! Commanders, from System Wars or other supplementary document, may **not** be used in this event.

MODEL REQUIREMENTS

If a model exists for a ship in the Spartan Games model range, then that model will be used. If a ship 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 ship models in its size class. The substituted ship must also be significantly different from all other models in the fleet to avoid any confusion on the part of the opponent.

For example, a list that has Terrans and Xelocians would not be able to substitute a Terran battleship or Terran dreadnought to represent the Xelocian dreadnought.

Some older versions of Firestorm Armada models have a single flight peg and smaller base whereas the newer version of the model has a double peg and larger base. These older models are approved for play. Models may be fielded with the peg/base combination they were supplied with from the company. This includes the recently released Tier 3 ships from *Firestorm: Taskforce*.

In the case of aftermarket or custom flight peg setups that alter the dimensions, quantity, and/or location of the natural flight pegs set-up, use the peg(s) as they appear on the base. Should a situation arise that halts gameplay because of a complication, players should call for a judge immediately.

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

Pathogen fleets (due to a lack of models) will be converted from other ships. The core component of each of these ships must be a Spartan model of the same designation. Pathogen fleets may be excused from using existing models in the model range. For example, while a Pathogen Battleship is in production by Spartan Games, a sufficiently converted battleship from any of the other factions may be substituted.

As a general rule for Pathogen fleets, there should be no question in the mind of a potential opponent about what fleet they are looking at.

NOTE: Players fielding a Pathogen fleet are required to have appropriate models to represent ships captured during the course of the game. While it probably will not be an issue, do not expect your opponent to provide his/her models for your use.

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 a 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 Battle Log will be used as the first tie breaker with difference in Battle Log 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 ships will be counted as destroyed, adjusting both players' Battle Logs 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 shunt out all ships rather than merely concede them to the enemy.

FAQ

Q: Can I take my models off their base/peg in order to fit them into a place on the board?

A: No, the rules explicitly state that no models may touch after movement is complete. Models may not be swiveled on the base to allow other models to be placed in close proximity. Models must always maintain a generally straight forward face to the Fore arc on the model's base.

Q: Can I use different peg lengths for my models? What about aftermarket bases?

A: Yes, there is a lot of aftermarket peg and bases available out there. We will not limit the use of these, however if a base is found to be any bigger or smaller and would be to the advantage of the player he/she will be asked to exchange the base or remove the model from play. Different peg heights are fine as a work around for the models not touching. (Please keep it within reason). Peg heights should not exceed an inch taller than the standard peg

Q: Can I make my own mine tokens or hidden setup markers?

A: Absolutely, go crazy. Just be sure that they are easily identifiable as the designated token/marker and be sure they can be marked with the appropriate attack dice. Also, there must be a clear center point for measuring range from.

Q: If a ship has effect markers (such as Hazard or Corrosive) and two Fold Space Markers, during the end phase, does that ship have to roll for repairs before exiting the board?

A: Yes, all repair rolls are compulsory. A ship may not leave until it attempts to repair all damage effects.

NEW!

Q: May I use a Gravity Weapon in Control mode (or Tractor Beam) to push or pull a ship off the Table?

A: No, Ships that are subject to the effects of a Gravity weapon will remain at the edge of the table if pushed towards it and will not be pushed off. This is a beardy tactic and you should feel bad about doing it! This However does not prevent you from pushing or pulling a ship into a planetoid. This is a beardy tactic as well, but you should be high fived for teaching your opponent to avoid getting close to Planetoids when gravity weapons are on the table!

MISSION 1: Reform The Line!
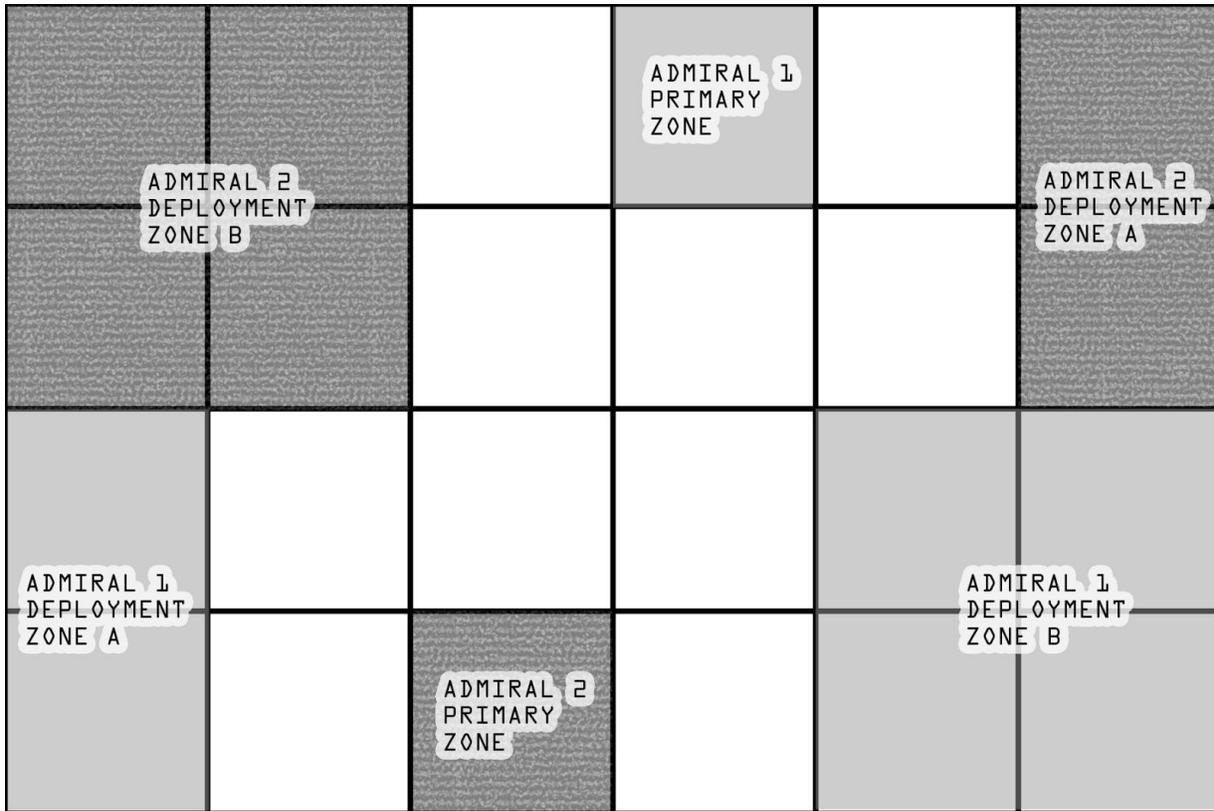
Set-up: Terrain should be preset before the round begins. If both players agree that the terrain is not set-up correctly adjustments can be made according to the map above.

Deployment: Players will each deploy their Admiral on the board in their corresponding Primary Zone. Each player will then divide their remaining fleet into two equal (or as close to equal as possible) groups, by points. One half will be designated as Subfleet A and the other as Subfleet B. Both players will place both of their subfleets into Reserves. Units with the Ambush MAR must be included in the subfleets and may not deploy via the Ambush MAR. The composition of each subfleet will be written down but kept secret. The order of arrival is also kept secret. The order of arrival must be written down with the composition of the subfleet. Both players do this at the same time and keep it secret.

Special Rules: Subfleet A must arrive via Flanking in the Admiral's Deployment Zone A per normal Reserves rules. Subfleet B must arrive via Shunt Deployment in the Admiral's Deployment Zone B per normal Reserves rules.

Primary Objective +3 Game Points
At the end of the game a player will achieve this objective by having a friendly Tier 2 squadron **and** a friendly Tier 3 squadron wholly within 12" of a friendly Tier 1 squadron measured by peg. Both players may accomplish this objective.

Objective +2 Game Points
The player with the highest Battle Log at the end of the game wins this objective. If both players' Battle Logs are tied, each player receives one Game Point instead.

Tertiary Objective +1 Game Points
At the end of the game, a player will achieve this objective if their Admiral's vessel survives and is still on the board. Both players may claim this Objective

Game Length: During the End Phase of Turn 6, the Commander first in order of initiative should roll a D6. On a result of **1,2, or 3 the game ends**. On **4,5, or 6 another turn is played**. Roll again during the end phase of turn 7 but subtract 1 from the result. If and 8th turn is played roll again but subtract 2 from the result. the game automatically ends during the end phase of turn 9 or when "Dice Down" has been called.

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: Commandeer and Conquer

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. See The Special Rules section for deployment rules The shapes of the deployment zones are shown on the scenario map above.

Special Rules: Two neutral *Conscript Vessels* have been placed next (with a Full Stop marker) to two mooring stations placed along the centerline of the board. Neutral vessels may not be attacked with the exception that each *Conscript Vessel* may be the target of a Boarding Assault by any player. The *Conscript Vessels* will **always** defend with AP(5) and applicable PD. If the attacker scores more net hits in the assault than the *Conscript Vessel* does, then the *Conscript Vessel* gains an Activation Marker and ownership of the *Conscript Vessel* changes to the player that launched the assault. The *Conscript Vessel* acts normally as if part of the player's regular fleet but it may never launch Boarding Assaults.

At the end of each game turn, the player who controls more *Conscript Vessels* than their opponent will be awarded +2 Battle Log. Pathogen ships that board the *Conscript Vessel* **do not** convert the vessel into a Captured Ship. If a *Conscript Vessel* is destroyed it does not affect either player's battle log.

The profile for the *Conscript Vessel* is as follows

Designation: Battlecruiser, **Name**: Conscript, **Size**: Large Capital, **Squadron size**: 1
DR(5) CR(8) **Mv**(8) **HP**(6) **CP**(5) **AP**(5) **PD**(4) **MN**(0) **Shield**(2) **Wings** (0) **Turn Limit** (2")
MARs : No FSD, Agile, Disengage Freight

Weapons: Primary Turret **R1**(8) **R2**(10) **R3**(6) **R4**(-)

Primary Objective +3 Game Points
The player with the highest Battle Log at the end of the game wins this objective. If both players' Battle Logs are tied, each player receives one Game Point instead.

Secondary Objective +2 Game Points
The First player to end their player turn in control of both *Conscript Vessels* wins this objective.
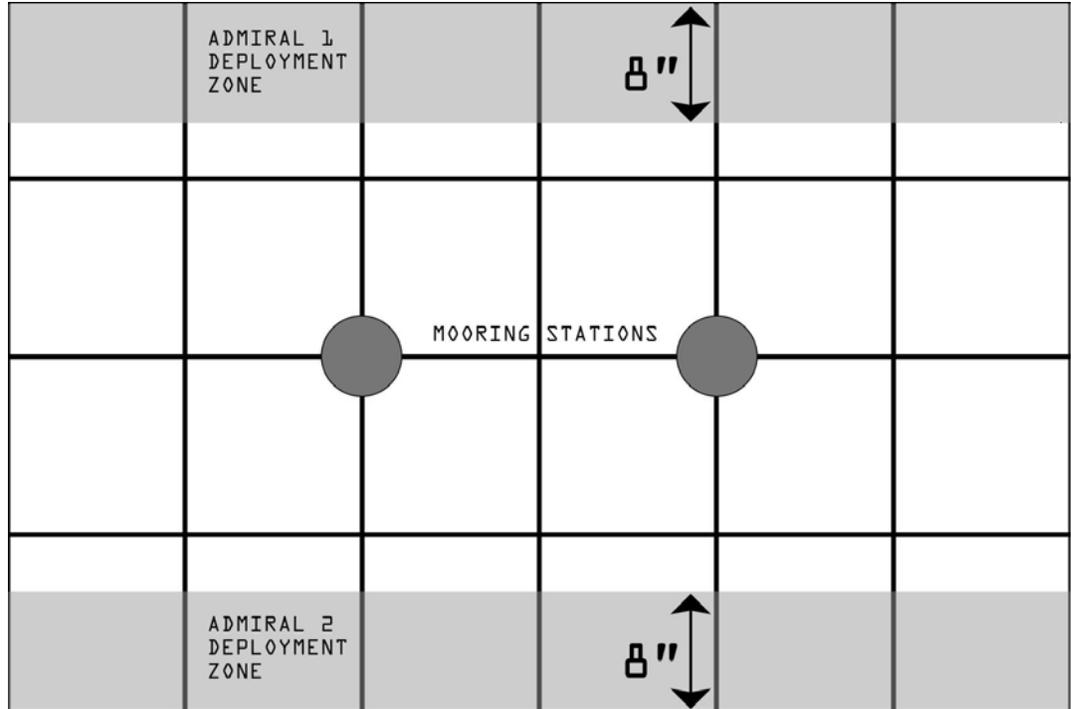
Tertiary Objective +1 Game Points
The first player to destroy their opponent's Admiral's vessel wins this objective.

Game Length: During the End Phase of Turn 6, the Commander first in order of initiative should roll a D6. On a result of **1,2, or 3 the game ends**. On **4,5, or 6 another turn is played**. Roll again during the end phase of turn 7 but subtract 1 from the result. If and 8th turn is played roll again but subtract 2 from the result. the game automatically ends during the end phase of turn 9 or when "Dice Down" has been called.

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: Asset Retrieval

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. **Note that the Gravity Well terrain used in this mission is 24" deep.**

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:

To *collect* an *Asset Token,* a player must must have at least one non-Disordered ship within four inches, by peg, of a Token in the ship's **Secondary Movement**

phase. Asset Tokens are number 1 to 5 and numbers are randomly placed in the positions shown on the mission map..

When *collected,* an *Asset Token's* value is revealed to all players (flip it over) and is assigned to the squadron which contains the ship that *collected* it. The *Asset Token* remains assigned to its squadron until the entire squadron is destroyed (which also removes the *Asset Token* from the game) or it is *Deposited* in the **Safe Zone**. A squadron may not have more than one *Asset Token* assigned to it at a time and while it has an *Asset Token* assigned, each ship in the squadron has its Turn Limit increased by one and the squadron is worth one more Battle Log than normal when destroyed.

To *Deposit* an *Asset Token*, at least one non-Disordered ship in a squadron that has an *Asset Token* assigned to it, must be wholly within, by peg, the **Safe Zone** during its **Secondary Movement** phase. This action is automatic but voluntary. If an *Asset Token* is successfully *Deposited*, the active player gains Battle Log equal to the token's value.

Primary Objective +3 Game Points

The player with the highest Battle Log wins this objective. If both players' Battle Logs are tied, each player receives one Game Point instead.

Secondary Objective +2 Game Points

The Player who has *Deposited* the highest combined value of *Asset Tokens* achieves this objective. If both players tie, then each player receives one game point.
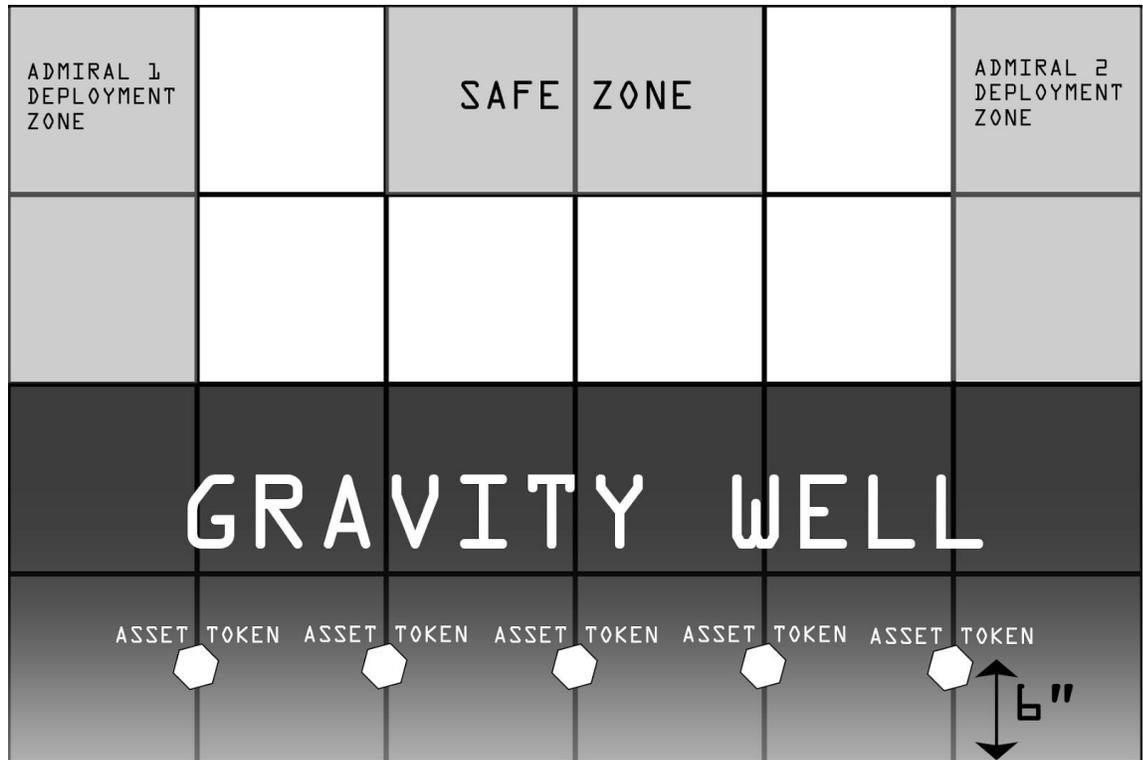
Tertiary Objective +1 Game Points

The Player who *Collects* more *Asset Tokens* than their opponent achieves this objective.

Game Length: During the End Phase of Turn 6, the Commander first in order of initiative should roll a D6. On a result of **1,2, or 3 the game ends**. On **4,5, or 6 another turn is played**. Roll again during the end phase of turn 7 but subtract 1 from the result. If and 8th turn is played roll again but subtract 2 from the result. the game automatically ends during the end phase of turn 9 or when "Dice Down" has been called.

Determine the Victor

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Round #_____

Player 1 Real Name_____
Spartan Community Handle_____
Player 1 Faction_____

Battle log 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_____

Battle log 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_____

Battle log 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_____

Battle log 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_____

Battle log 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_____

Battle log 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.

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