

Masters of War

Tournament Pack

Welcome to Masters of War, the first joint tournament for A Call to Arms and Starship Troopers. Even if you do not attend the tournament itself, you are welcome to use these rules as guidelines for your own tournaments at clubs and conventions.

This tournament pack covers both A Call to Arms and Starship Troopers. Headings listed for the game you intend playing should be read thoroughly. Headings that list neither game are intended for all players.

Tournament Overview

Each entrant will choose to play either A Call to Arms or Starship Troopers and compete in four games. After each game, you will record your results and inform the Tournament Co-ordinator before the next round of games is due to start. Your opponent in the first game of the tournament will be determined randomly. The three subsequent games will match players according to how well they did in their previous games, pairing off the two current highest scoring players with each other, then the next two highest scoring, and so on. However, you will never play the same opponent twice during the tournament.

Every game will be played on a 6' by 4' table with fixed stellar debris or terrain. Players must provide all other materials for their games. You must also bring along a copy of the relevant rule books and army lists you are intending to make use of, as well as rules updates that are relevant to your fleet or army. Rules updates from our web site may be printed out.

You Will Need

You must bring the following items with you on the day of the tournament.

- Ticket for entry to the tournament
- If you are playing A Call to Arms, Books One and Two from the A Call to Arms box set, Sky Full of Stars, Armageddon, plus any relevant rules updates
- If you are playing Starship Troopers, the main rulebook, and any army lists you are intending to use.

- Your fleet or army. If you are playing A Call to Arms, you may use miniatures or counters (AoG Fleet Action miniatures are acceptable)
- Two copies of your Fleet Roster/Army List
- This tournament pack
- Pen, paper and dice
- Tape measure
- Some money for food, drink and a few new goodies from our office store!

Tournament Schedule

<u>Start</u>	<u>End</u>	<u>Schedule</u>
8:30	9:00	Entry, Registration and Shopping!
9:00	11:00	First Game
11:10	13:10	Second Game
13:10	13:45	Lunch, Hassle Game Designers
13:45	15:45	Third Game
15:50	17:50	Fourth Game
17:50	18:00	Awards Ceremony
18:30		Doors Close

Winning and Losing

Throughout the tournament, you will earn points in various categories. The winner of the tournament will be the player with the most points overall. In the event of a tie, the player with the most Admiralship or Generalship points will win.

Points will be earned as follows.

A Call to Arms: Admiralship

As you win more games throughout the tournament, you will gain Admiralship points, a reflection of your raw gaming ability. This will have the most effect on where you end up in the tournament rankings. Admiralship is scored as follows. The maximum possible score over the four games is 80 points.

<u>Game Result</u>	<u>Victor</u>	<u>Vanquished</u>
Draw	10	10
Win by less than 10 VPs	13	7
Win by 10 or more VPs	17	3
Fleet Annihilated	20	0

You will be warned ten minutes before a game must end and from this point you must finish the game with the current turn. Victory Points will be calculated from this point as normal.

Starship Troopers: Generalship

As you win more games throughout the tournament, you will gain Generalship points, a reflection of your raw gaming ability. This will have the most effect on where you end up in the tournament rankings. Generalship is scored as follows. The maximum possible score over the four games is 80 points.

<u>Game Result</u>	<u>Victor</u>	<u>Vanquished</u>
Win by less than 250 Mission Points	10	10
Win by up to 1,250 Mission Points	13	7
Win by 1,251 to 2,500 Mission Points	17	3
Win by more than 2,500 Mission Points	20	0

You will be warned ten minutes before a game must end and from this point you must finish the game with the current turn. Mission Points will be calculated from this point as normal.

The Gentleman's Award

Things can get a little... tense during tournament games and it always pays to keep a cool head. To encourage this, players will rate each game according to how much they enjoyed it – after all, the whole point of the tournament is to have fun!

You will rate each game you play as Poor, Good or Great. If you do not rate any game, it will be assumed it was a Good one. For every Good game rating you gain throughout the tournament, you will earn 2 points. Every Great game earns you 5. A Poor game will earn you nothing but the added attention of the judges...

Please note that we will be keeping an eye on how players are marking each other throughout the tournament, so expect a judge to pull you to one side if you continually mark players either very well or very badly.

The maximum points available in this category is 20, though we expect every player to score at least 8. Remember, you are here to have fun!

Best Painted Fleet/Army

Here at Mongoose, we love to see exceptionally well painted models. We will be giving a special award out for the best painted fleet or army taking part in the tournament, as chosen by the judges. However, this is 'outside' the normal scoring system and is completely separate. Whether you paint your fleet or army as a master artist or use counters that come in the box set will have no effect on your standing in the tournament as a whole.

Questions During Play

The whole point of the tournament is to play a few games, have fun and meet with other people who share a love of Mongoose games. That said, even the most well mannered gamers can have a difference of opinion in what a rule actually means, especially when their force is at stake!

To avoid arguments, you are advised to consult the rulebooks during play. There is absolutely nothing wrong with politely asking your opponent to point out any given rule or statistic in order to make sure the game is being played according to the rules. If you can resolve any rules dispute between the two of you, both will enjoy the game a great deal more.

If you need to call a judge over to resolve a dispute, you are more than welcome. However, for good or ill, the judge's decision is final. Arguing with a judge is a Bad Idea.



A Call to Arms

Tournament Fleets

Your fleet roster (of which you must bring two clear and legible copies) must list every ship within your fleet and any additional items or options that you have selected.

Your fleet must obey the following restrictions.

- Each fleet will comprise five Fleet Allocation Points at Priority Level: Raid.
- You must have a painted miniature or counter for every ship in your fleet. Agents of Gaming 'Fleet Action' miniatures may also be used.
- Players must choose fleets from A Sky Full of Stars, Armageddon, the Dilgar Imperium or the Drakh.
- Vorlon, Shadow and Earth Alliance fleets must use the fleet lists in Armageddon.
- The Tournament Lists from the web site may not be used.
- All ships have a Crew Quality score of 4. ISA and Vree ships get their usual bonuses.

A Call to Arms Scenarios

At the start of every game, you and your opponent should roll one dice between you. On the roll of a 1-3, you will play the Assassination scenario (though both players secretly nominate a ship in the opposing fleet). On a 4-5, the scenario will be Call to Arms and on the roll of a 6, it will be Border Dispute (using your own fleets, of course).

In Call to Arms scenarios, you may hold up to two Fleet Allocation Points worth of ships in hyperspace as a reserve. They may be brought into the battle as detailed in the Advanced Rules in Book One. You may not hold ships in hyperspace in other scenarios.

Ships that make a Tactical Withdrawal by entering hyperspace during the battle may not return.

Victory Points

As every scenario is played at Priority Level: Raid the following may be used as a reference as to how many Victory Points are earned during each game.

<u>Priority Level of Destroyed Ship</u>	<u>Victory Points</u>
War	30
Battle	20
Raid	10
Skirmish	5
Patrol	3
Auxiliary Craft Flight	1

Starship Troopers

Tournament Armies

Your Army List (of which you must bring two clear and legible copies) must list every unit within your army and any additional items or options that you have selected.

Your army must obey the following restrictions.

- Each army must be at 2,000 points or less.
- Your army list must have its Priority Level clearly marked and this may not change throughout the tournament.
- You may select new tactics for each battle but Emplacement Assets may only be used with Defend tactics – you may choose to fight without them!
- You must have a painted miniature for every model in your army though counters from the box set for air units are permissible.
- Players must choose armies from one of the following army lists – Arachnid Army Book, Mobile Infantry Army Book, Skinnies Army Book, The Klendathu Invasion or the Pathfinders Army Book. An army including a Mobile Infantry Platoon may use the Roughnecks Army Book.
- Company Level and Colony Level Forces are not permitted.
- All the rules and guidelines in The Player's Guide and the update in Signs & Portents 37, downloaded from our web site, will be used.

Starship Troopers Scenarios

The following scenarios will be used in the Masters of War tournament. The attacker will always be the army with the highest Priority Level. If both players have an equal Priority Level, roll a dice each – the highest will be the attacker.

Before you start playing, roll a dice. On a 1-2, you will play Rolling Thunder. On a 3-4, you will play Seize and Secure. On a 5-6, you will play Sweep and Clear.

Rolling Thunder

A defender sits tight, watching the dust clouds that betray the approach of the enemy. Battle is just a few brief moments away and a line has been drawn to hold the invader back from vital rear positions.

Scenario Rules

The scenario will last for eight turns.

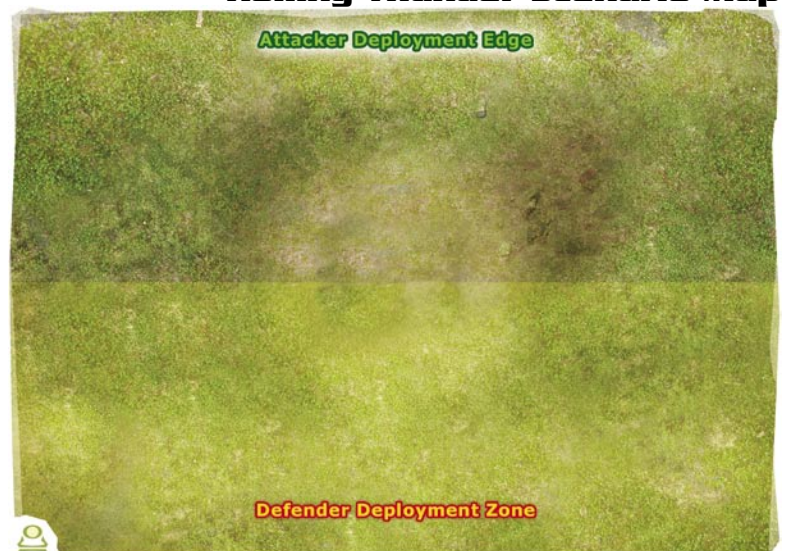
Briefing

- The defender deploys his army first, and takes the second turn.
- The attacker takes the first turn, moving his entire army on from his table edge.
- The game will last for five turns.

Victory Conditions

Mission Points are used in this scenario, with both sides gaining the full value of every enemy unit reduced to below half strength. The attacker gains bonus Mission Points equal

Rolling Thunder Scenario Map



to the value of each of his units that he moves off the defender's table edge. The defender gains bonus Mission Points equal to the Value of every surviving unit he has at the end of the game. Both sides will receive half the value of Mission Points for friendly units that have been reduced to half strength or less.

Seize and Secure

A tactically important landmark is being fought over by two armies. Whoever gains the upper hand for just a few hours will gain an advantage over the entire region that will be difficult to challenge. Just a little extra effort now will pay dividends later on.



Briefing

- Place a terrain piece or structure in the middle of the table (a hill or a building work well for this). This is the tactical objective you are fighting for.
- Roll a dice each – the lowest score will deploy first and take the first turn.
- The game will last for five turns.

Victory Conditions

Mission Points are used in this scenario with both sides gaining the full value of every enemy unit reduced to below half strength. Both sides gain bonus Mission Points equal to the value of each of their units that are within 12" of the objective at the end of the game.

Sweep and Clear

The taking of territory is of prime importance in this battle, as the enemy must not only be defeated but beaten back so badly that he cannot counterattack. When two forces meet with the same objective, you can expect a grand battle of sweeping manoeuvres and vicious close-in fighting that employ the full capabilities of each army.

Briefing

- Roll a dice – if you roll an odd number, you must sweep the enemy out of the left half of the table. If you roll even, you must sweep the enemy out of the right half of the table.
- Roll a dice each – the lowest score will deploy first and take the first turn.
- The game will last for six turns.

Sweep and Clear Scenario Map



Victory Conditions

Mission Points are used in this scenario with both sides gaining the full value of every enemy unit reduced to below half strength. Players lose Mission Points equal to the value of each enemy unit still in the half of the table they were expected to sweep clear at the end of the game, no matter how many losses that unit has taken.