WAR OF THE SPECIES I

STARSHIP TROOPERS TOURNAMENT PACK

Welcome to War of the Species, an official tournament for 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.

Tournament Overview

Each entrant will 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 terrain.

Players must provide all other materials for their games. You must also bring along a copy of the Starship Troopers rulebook, as well as rules updates that are relevant to your 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
- Starship Troopers rulebook, plus any relevant rules updates
- Your army, fully painted
- Two copies of your Army List
- This tournament pack
- Pen, paper and dice
- Tape Measure
- Some money for food, drink and a few new Starship Troopers goodies from our office store!

Tournament Schedule

Start	End	Schedule
8:30	9:00	Entry, Registration and Shopping!
9:00	11:00	First Game
11:10	13:10	Second Game
13:10	14:00	Lunch, Hassle Game Designers
14:00	16:00	Third Game
16:10	18:10	Fourth Game
18:20	18:30	Awards Ceremony
18:30		Doors Close

Game Result	Victor	Vanquished
Win by less than 250 Mission Points	10	10
Win by 251 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

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 Generalship points will win. However, every player will walk away with something to commemorate the day and their efforts.

Points will be earned as follows.

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.

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 or Good. 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 5 points. Every Poor game earns you 0.

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

Best Painted Army

Here at Mongoose, we love to see exceptionally well painted models. We will be giving a special award out for the best painted 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 army as a master artist or just use very basic schemes 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 Starship Troopers and miniatures gaming. That said, even the most well mannered gamers can have a difference of opinion in what a rule actually means, especially when their army is at stake! To avoid arguments, you are advised to consult the rulebook 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 if final. Arguing with a judge is a Bad Idea.

- Company Level and Colony Level Forces are permitted.
- All the rules and guidelines in The Player's Guide, downloaded from our web site, will be used.

Scenarios

The Engagements system in the main rulebook will be used to determine the scenarios played against each opponent. Tactics may be chosen before each battle after you have been told what army you will be facing.

An engagement is the default type of battle in this wargame and consists of two forces on the battlefield, each with a mission. This mission is what gives a player his goals for an engagement and will therefore be of key importance to his strategy. Both players will need to know the following information in order to generate an engagement:

- What Priority Level (PL) your force is, with 1 being the lowest and 3 being the highest.
- What particular tactics you wish to use (Attacking tactics, Defending tactics or Probing tactics).

Priority Levels and Tactics are explained below and you will need to decide these when you choose your forces before the battle begins.

Priority Level

When you are selecting a force you will need to choose a Priority Level (PL) for it as well. The priority of force you choose will affect what options are available to you when picking your force and will have a big effect on the kind of engagements your force will expect to see. The higher the Priority Level of a force, the more likely it is that it will be seeking to act as the aggressor – that is why it has access to all those extra resources. PLs are characterised as:

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, other than a Skinnie army led by a General which can change its Priority Level between games.
- 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.

- **Priority Level One (PL1):** Enemy known to be active in area, combat ready.

- **Priority Level Two (PL2):** Moving to attack positions, contact imminent.

- **Priority Level Three (PL3):** Enemy in contact, combat operations underway.

Lower PL forces are assumed to have been operating in an area for longer, while high PL forces will be changing battlefields frequently. The 'home ground' advantages of greater familiarity with the terrain being fought over always lie with the lower PL force.

Tactics

Tactical choices are covered in more detail in the Deployment Areas section. For now, you must simply decide whether your force is Attacking, Defending or Probing. Your tactics are part of your battle plan and you decide on them before you deploy, giving you a chance to look at the battlefield and the mission at hand before committing to a course of action.

3X3 MISSION GENERATOR

Players will determine their mission for each game using the 3X3 Mission Generation Matrix. The Matrix works by factoring in players' desired strategies and forces to create a battlefield engagement. Look up your Priority Level along the bottom and match it with your opponent's down the side to find your mission. Each mission has an entry describing exactly what the victory conditions are for your force in the upcoming battle.

3X3 Mission Generation Matrix

Opponent's PL			
3	Last Stand	Delay	Annihilate
2	Delay	Hold	Overrun
1	Hold	Overrun	Annihilate
	1	**2**	**3**
		Your PL	

MISSIONS

Annihilate

Your orders are for you to rack up the body count. You have been commanded to eradicate everything you can. Anything you cannot kill, at least soften up so someone else can come along behind you and finish the job.

AN ANNIHILATING FORCE SCORES MISSION POINTS FOR:

Kills: Twice the full value of every enemy unit wiped out. Full value of every enemy unit reduced below half strength in models.
Penalty: Lose the full value of any enemy unit above half strength in models.

Delay

It is short straw time for you and your command. You have been issued orders to delay the enemy at any cost. Your casualties are irrelevant; engage their attention and inflict casualties wherever and whenever you can but do not let them overrun your own positions in the process.

A DELAYING FORCE SCORES MISSION POINTS FOR:

Kills: Full value of every enemy unit reduced below half strength. Twice the full value of every enemy unit wiped out.
Bonus: Game ends and you have units still alive; add +25% to your mission points total.
Penalty: Deduct the full value of every enemy unit that is within your deployment area at the end of the game regardless of its remaining strength in models.

Hold

Do not quit, it is as simple as that. Engage the enemy if you have to but do not give up an inch of ground doing it. Crush them if you can and do not get too badly hurt in the process. How hard can it be?

A HOLDING FORCE SCORES MISSION POINTS FOR:

Kills: Full value of every enemy unit reduced below half strength.
Survival: Full value of every unit in your starting force that survives above half strength.

Penalty: Deduct the full value of every enemy unit that is within your deployment area at the end of the game regardless of its remaining strength in models.

Last Stand

Just stay alive as long as you can. Reinforcements may or may not be coming but it does not matter either way. The enemy is closing in and one way or another you are not going to make victory cheap for them. Fight, kill and stay alive.

Special rules: Divide your force into two groups with at least a third of your total number of units in one group. Randomly determine which part will be deployed at the beginning of the game. The other force becomes available as Reserves at the beginning of your 3rd player turn.

A Last Stand Force Scores Mission Points for:

Survival: Twice the full value of every unit that survives above half strength in models. Full value of every unit that survives below half strength in models. Lose full value of every unit wiped out.

Overrun

The enemy force are just screening a tactical advantage behind their lines. They need to be knocked aside and overrun to gain ground. Victory is just beyond that next hill; unfortunately there are a lot of enemy troops between you and it.

An Overrunning Force Scores Mission Points for:

Kills: Full value of every enemy unit wiped out.

Bonus: Full value of every unit you have in the enemy deployment area at the end of the game regardless of its remaining strength in models.

Penalty: Deduct the full value of every one of your units that still has models within your deployment area at the end of the game.

DEPLOYMENT AREAS

The desired tactics of the two forces define deployment areas. Each player notes a tactic they wish to pursue and compares them on the Deployment table. Note that tactics have nothing to do with Priority Level; a high Priority Level force might opt to be defensive or a low Priority Level force can go on the attack. These are your command decisions to make. The tactical choices are:

Attack: Throws the force into a thrust on a narrow frontage, sacrificing some mobility to put pressure on a critical point.

Defend: Aims to avoid close encounters and puts the emphasis on a wide or deep deployment area.

Probe: Adopts a more mobile and flexible approach, again emphasising a wide front but able to fight battles on the spur of the moment.

Deployment Table

		Attack	Defend	Probe
Tactic	Probe	Battle Line	Battle Line	Encounter
	Defend	Deep Defence	Deep Defence	Battle Line
	Attack	Encounter	Deep Defence	Battle Line
		Attack	**Defend**	**Probe**
			Tactic	

The Deployment table tells you what type of deployment area to use: Battle Line, Deep Defence or Encounter. In all cases the deployment areas are defined by 'centre lines' – these mark the tabletop halfway across its length in each direction. This method ensures that any table size can be used for *Starship Troopers*.

TACTICAL ADVANTAGES

Each tactic has its own discrete advantage as well as influencing deployment areas.

In all cases an **Attacking** force may hold up to half their units in Reserve.

In all cases a **Defending** force may choose which table half or quarter to deploy in. If neither force is defending or if both are, roll off to see who has the choice.

In all cases a **Probing** force has the option of keeping up to half their units off the board until their first player turn, instead of deploying them at the start of the battle. Units may move on from any table edges of the player's deployment area but they may not move on within 6" of any centre line or 12" of any enemy unit.

Models with special moves may employ them to enter play, counting as having readied prior to their first action.

Reserves

Reserves are forces held back from an initial advance. Tactically speaking, they allow a commander to assess the power of an enemy before committing his full force to battle and also allow greater flexibility in unit placement.

Units using the Reserve rules can arrive on the table during your second player turn. You may delay a reserved unit's arrival to a later turn if you wish.

Reserves can move on from any table edge in your deployment area (unless otherwise detailed), ignoring the proximity of centre lines or enemy units.

GAME LENGTH

Play for three game turns plus the higher PL of the two forces. Players will be given a 30 minute warning followed by a 10 minute warning, this being a signal for players to look at finishing the game.

DEPLOYMENT RESTRICTIONS

Emplacement Assets must be deployed before any other models and can be placed anywhere outside the enemy deployment area. All other models must be deployed within your own table half or quarter. Each model must be:

- More than 6" from any centre line.

- Within command range of its unit leader.

DEPLOYMENT PRIORITY

To represent the advantages of terrain knowledge, if you have the lower Priority Level force you get the following options for deployment:

- Deploy first and take the first player turn.

- Deploy second and take the second player turn.

If both players have equal Priority Level, roll off to determine who can decide the order of deployment.

In addition, units in a lower Priority Level force count as Ready in their first action (or reaction) of the game. If both players have equal Priority Level, no units count as Ready in their first action (or reaction) of the game.

WINNING THE GAME

Players total their mission points at the end of the game, using the criteria given in their mission description. The player with the most mission points wins, and should consult the score summary on page 2 to determine their tournament score

There are a few extra notes concerning the distribution of Mission Points:

✸ One-Shot! weapons are deducted from the value of the unit carrying them once they are deployed.

✸ Air unit payloads are deducted from the value of the unit carrying them once deployed (the full payload is deducted even if only a single bomb, missile or other One-Shot! weapon is deployed).

✸ For the purposes of mission points, units that are airborne or underground do not count as being within a deployment area.
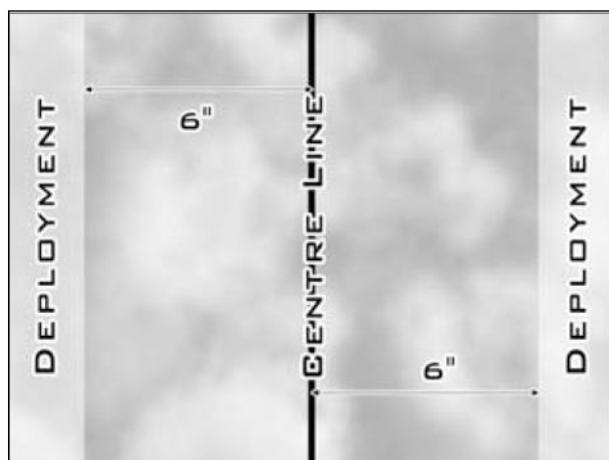
BATTLE LINE
Forces set up in opposite long edge halves.
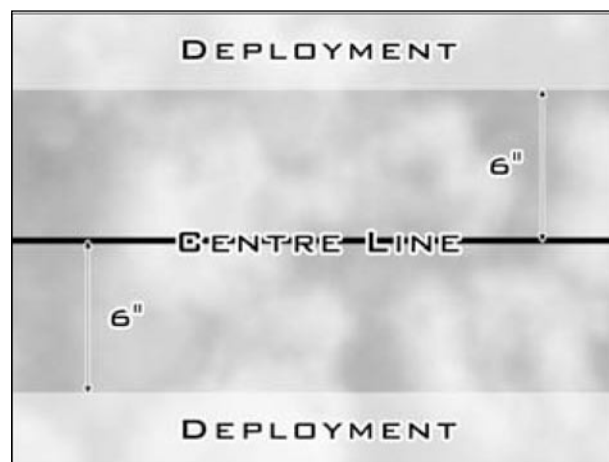
DEEP DEFENCE
Forces set up in opposite short edge halves.

ENCOUNTER
Forces set up in opposite corner quarters.