

# Fall Brawl Custom 2016

## Dropzone Commander Tournament

---

Points: 1500

Game Size: Clash

On Saturday, October 1, EndGame will host our Fall 2016 Dropzone Commander tournament! This fast-paced science-fiction war game is built for tournament play and we're excited to see what army comes out on top!

This tournament will follow all rules set forth in the Hawk Wargames Official 2016 Tournament Pack, which can be downloaded:

[https://cdn.shopify.com/s/files/1/0159/4298/files/Summer\\_Invasion\\_2016.pdf?7966352950210704584](https://cdn.shopify.com/s/files/1/0159/4298/files/Summer_Invasion_2016.pdf?7966352950210704584)

Any rules changes in this packet are in addition to (there are additional terrain rules in this packet) or supersede (tournament scoring is handled differently for this event) those rules, and there will be a printed copy for all participants.

We can accommodate up to 12 players. Registration for the tournament is through our online booking website only.

<https://v1.bookwhen.com/endgame-events>

**Signups go live on August 1st. IMPORTANT - once you book your seat, you MUST click the link in the confirmation email that you receive to complete your booking and confirm your seat! If you do not do this, your seat is NOT RESERVED and someone else can take it!**

There will be a small \$5 entry fee, which will be returned to the tournament in the form of store credit on EndGame gift cards for the 1st, 2nd and 3rd place finishers. There will be a small product prize pool furnished by Green Stuff Industries. Anyone else that would like to add to the pool is more than welcome. The prize pool will be distributed at day's end. Participants will pick from the pool in order of tournament placement until the pool is exhausted.

The missions and format may change slightly based on player input. I know this is a very "non-standard" tournament. Please, feel free to let me know what you think so I can make any necessary adjustments ASAP.

Until then, get your army ready and join us on the EndGame Dropzone Commander Facebook page!

Send questions and army lists to Rich Kappmeier (tentaclemaker(at)gmail.com).

# Fall Brawl Custom 2016

## Dropzone Commander Tournament

---

### Missions

Name	Description	Tactical Considerations
Frontline Control (Rural)	Bands of territory to capture and hold. Bonus points for enemy band control. Scoring on turns 4, 5, and 6.	Few buildings, so troops may be vulnerable and demo will be less useful. Buildings are A6
Battlefront	Focal points move based on who captures them in turns 2, 4, and 6	Focal Points are invulnerable. Buildings are A6. Resilience and mobility are vital.
Sweep & Clear	Intel Locations to capture. Modified Intel chart.	Troops will be key, backfield Intel locations will be risky, and search efficiency is crucial. Buildings are A8.

### Schedule

10:00 Tournament Brief  
10:30 Game One, *Frontline Control (Rural)*  
1:00 Lunch  
1:30 Game Two, *Battlefront*  
4:00 Game Three, *Sweep & Clear*  
6:30 Wrap Up and Prizes!

### Tournament Scoring

Each match will be worth a maximum of 3 Tournament Points (TP) for each player, plus a possible bonus TP for the player that scores significantly more Kill Points (KP) than his opponent. Scoring breaks down as follows:

- Winning a match scores a player 3 TP.
- Tying a match scores each player 2 TP.
- Losing a match scores a player 1 TP.
- Scoring at least 400 KP more than your opponent yields 1 bonus TP.

Important: Keep track of your VP total for each game. In the event of a tie, the player with the greater mission VP total for the day will be awarded the higher of the two rankings.

Score sheets will be provided at the event. Please bring a writing implement!

# Fall Brawl Custom 2016

## Dropzone Commander Tournament

---

### Area Terrain Specifics

**FOREST:** These are identified as a base with a few trees on it which may be free moved for measuring and model placement. Forest will count as 4" tall substantial area terrain. Rules for substantial terrain features are found on p.30 of the main rulebook. They block line of sight to infantry and vehicles when deeper than 4". They also block line of sight from aircraft when the targets are more than 50% inside the feature. They are impassable to vehicles and aircraft flying at low altitude. Walkers are an exception and are slowed by 50% (p.42). It is Tough terrain for infantry, which means they are slowed by 50% if they pass over the terrain in any way by that unit (p.28). Infantry receive Body Cover (p.28 - +1 to damage roll) and all units receive Soft Cover if fired through or into.

**BOULDER FIELDS:** These are identified as a base with some boulders on it. Boulder Fields will count as 1" tall substantial area terrain.

**LIGHT VEGETATION:** These are identified as a base with nothing on it. Areas with no trees will count as 1/4" (quarter inch) high insubstantial area terrain. Some tables may have deep snow or sand which follow these same rules. Rules for insubstantial terrain features are found on p.29 of the main rulebook. It counts as Tough terrain for infantry and provides them soft cover (p.28 - +2 Ac). It is impassable to skimmers (p.42). **The following are deviations from the rules. Vehicles that are 1/2" (half inch) tall, or less, treat this terrain as Poor Ground (p.29) and is therefore Tough, but they also claim soft cover from it. Vehicles taller than 1/2" are not slowed, but do not claim any cover. For measuring purposes disregard any turrets or weapons and measure the main mass of the model. This terrain does not obstruct the LZ of aircraft that do NOT count as skimmers while landed.**

**WATER:** These are identified by their acrylic water medium. The lip of this terrain used to hold the water medium will not count as water and is open terrain. Only the water medium counts as water. Water areas will count as Barrier Ground (p.29) with no height (0" tall). Skimmers may move over this and are not slowed. This terrain does not obstruct the LZ of aircraft that count as skimmers while landed. **The following are deviations from the rules. Infantry and vehicles may move into the shallow water surrounding bodies of water. Shallow water is defined as the unit being wholly within the terrain while still touching the edge of it OR moving in until the center of the unit is 1" in from the edge of the terrain WHICHEVER occurs first. Infantry and vehicles moving over the shallow water in any way will count the terrain and Tough and will halve their move. Vehicles 1/2" and less, and Infantry, with their center point within the terrain feature will receive Soft Cover.**

**CLIFFS & SLOPES:** A cliff is any vertical, or near vertical, piece of terrain. It is impassable to infantry and vehicles. Aircraft may fly over, assuming it is not taller than 6", and may land on top of it if they are able to place their LZ template. Slopes are gradual ramps and may be freely moved over.