Firestorm Armada

600pt War Games

 **When:** May 15th

**Where:** Games and Stuff

**Time:** 11am-6pm

**Fleet List:** 600pts, single list

**Game Rules:** All the standard rules the 2.0 Rulebook, plus all current FAQs/Errata/Fleet Guides.

**Event Rules:** Battleships, Battle Stations, Battle Carriers, Assault Carriers, and Heavy Carriers will not be allowed to fill your Tier 1 slot. For factions with no other Tier 1 options, you may either take your faction’s Tier 2’s as your Tier 1, or take a legal Ally’s Tier 1 ship. Please note you must have a Tier 1, which will cost you -4 Battlelog when destroyed.

No Admirals will be assigned, so no TAC cards. All Disorder tests use 3d6.

**Tournament Scoring:** Normal rules for Battle Log will be used during each Mission. When the game reaches its natural conclusion, or is called for time, players will compare their Battle Log to determine their Tournament Points, using the Margin of Victory Table from page 84 in the Rulebook:

|  |  |  |
| --- | --- | --- |
| Difference | Leading Player Tournament Points | Trailing Player’s Tournament Points |
| 0 to 4 | Draw; **5 points** | Draw; **5 points** |
| 5 to 9 | Marginal Success; **7 points** | Marginal Loss; **4 points** |
| 10 to 14 | Major Triumph; **9 points** | Major Defeat; **2 points** |
| 15+ | Landslide Victory; **11 points** | Complete Rout; **0 points** |

If a player is forced to Emergency Shunt Out (page 83), then this will be considered a Landslide Victory for their opponent (**11 points**) and a Complete Rout for them (**0 points**), regardless of Battle Log.

**Missions:** Missions 1, 2, 3, and 4 from the Rulebook. For Mission 2, you must place your Tier 1 choice or proxy in Reserve; any other unit may be placed in Reserve as normal.

**Table Size:** 4’x4’

**Table Layout:** All Tables will have Terrain pre-placed for the Event.