

LONDON GRAND TOURNAMENT

DROPZONE

C O M M A N D E R

SUNDAY 28TH JUNE

9:00	DOORS OPEN
9:30	GAME 1
12:00	BREAK

12:30	GAME 2
15:00	GAME 3
17:30	PRIZES

ARMY SELECTION

TOTAL POINTS: 1500

Standard army composition rules apply.

Players must submit their army list to the TO for all games at the start of the event, before the first game.

SCORING

ROUND RESULT	TOURNAMENT POINTS
WIN	8
TIE	5
LOSS	2

KILL POINTS	BONUS TOURNAMENT POINTS
0-299	0
300-699	2
700-1099	3
1100+	5

CRUCIBLE

This is where heroes are born and legends are formed. Lead your troops into the fiery crucible of war, hold the centre ground and destroy any who stand in your way!

ARMY

- 1250 points each.

SETUP

- 4'x4' board.

DEPLOYMENT

- Opposite board edges (shown in blue).
- All units begin In Readiness.

DURATION

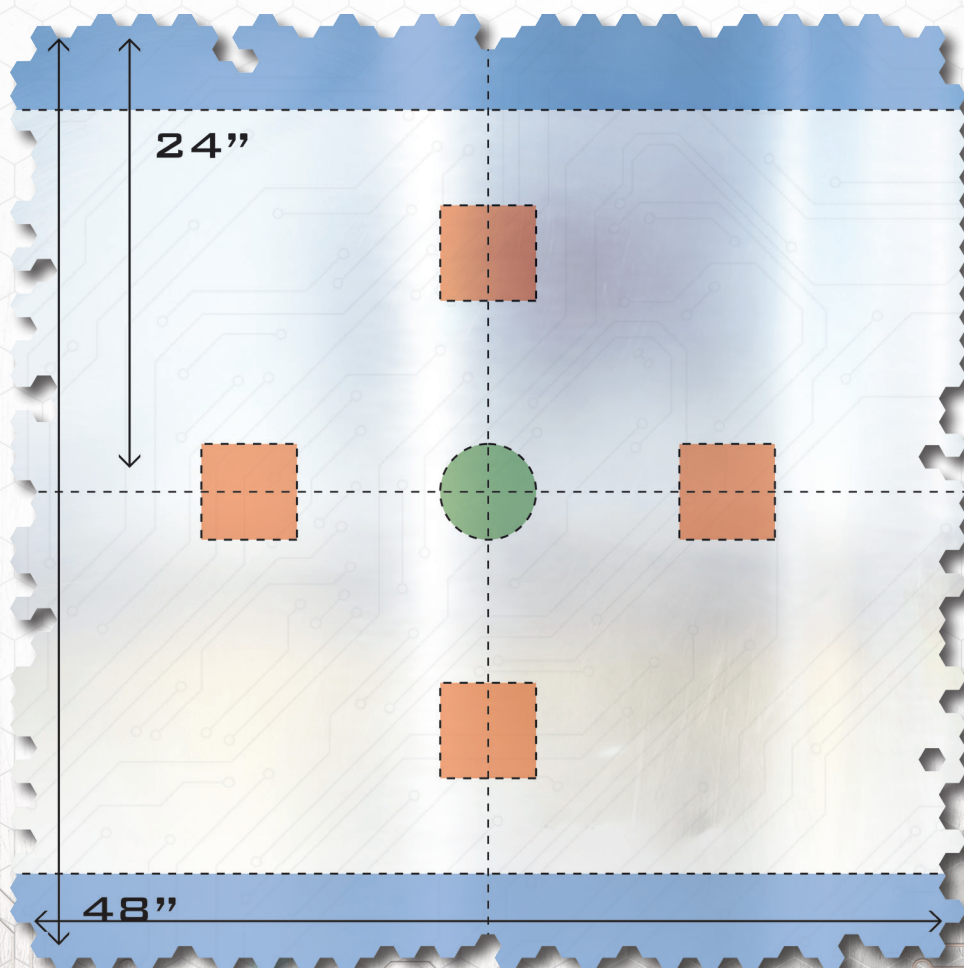
- 6 rounds.

VICTORY CONDITIONS

- 1 Open Objective placed in the centre of the board (shown in green), 4 Hidden Mobile Objectives placed

in Garrisons along the centre lines of the board (shown in orange as examples).

- Each Mobile Objective scores 1 Victory Point.
- If a squad carrying an Objective ends its activation with at least 1 unit within 1" of their friendly board edge, remove them from the game and place them In Readiness. The Objective is removed and instead scores 2 Victory Points.
- For the centre Objective, the player with the highest number of points of units within 6" at the end of each round scores 1 Victory Point.



REVERSAL

Intel has reported the presence of a portable, tactical nuclear device. The enemy has the weapon prepared to move towards your lines. Your objective is to retrieve this weapon, breach the opponent's defences, and detonate it in their headquarters.

ARMY

- 2 players.

SETUP

- 4'x4' board.
- One large Garrison in the centre of the board (shown in green).
- 2 Garrisons along the centre line of the board (shown in orange as examples).
- 1 Garrison in each board half, at least 12" from the board edge (shown in purple as examples).

DEPLOYMENT

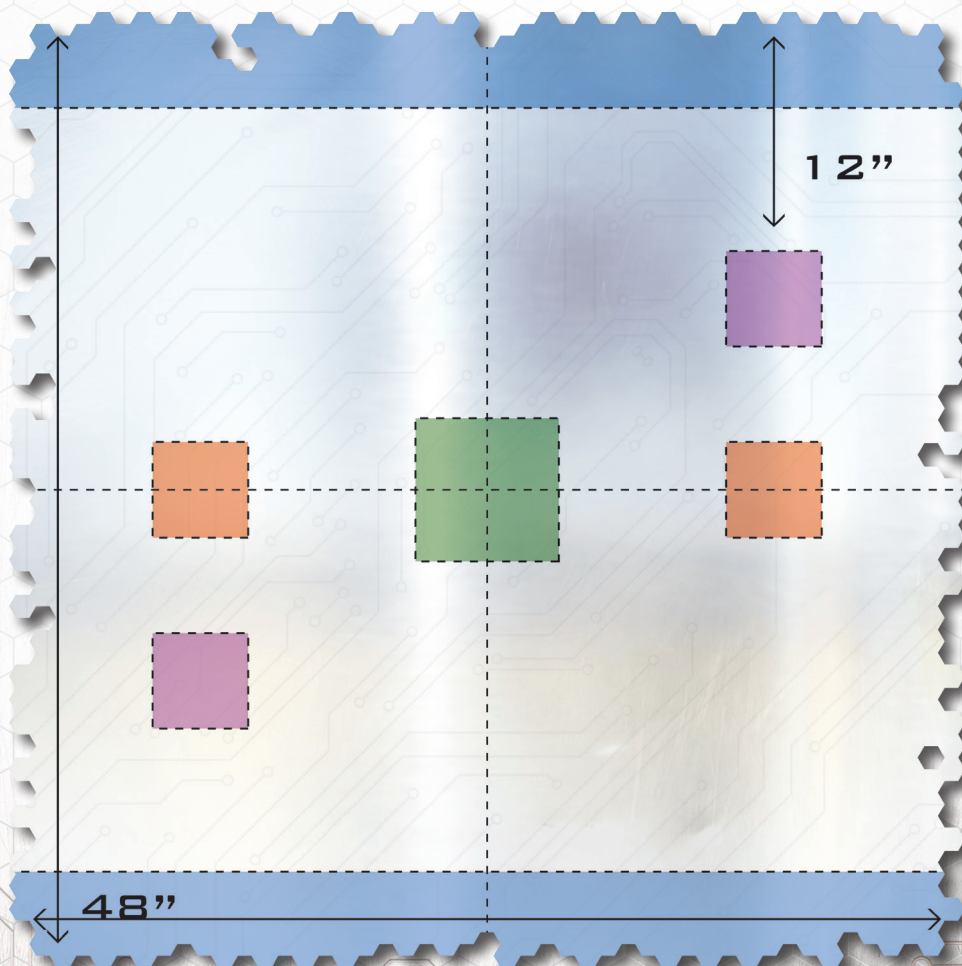
- Opposite board edges (shown in blue).
- All units begin In Readiness.

DURATION

- 6 rounds.

VICTORY CONDITIONS

- The green Garrison contains a Hidden Mobile Objective worth 1 Victory Point. If a squad carrying this Objective ends its activation with at least 1 unit within 1" of the enemy board edge, remove them from the game and place them In Readiness (coming back onto the table via that board edge). The Objective is removed and instead scores 4 Victory Points.
- The orange Garrisons each contain a Hidden Mobile Objective worth 1 Victory Point. If a squad carrying this Objective ends its activation with at least 1 unit within 1" of their friendly board edge, remove them from the game and place them In Readiness. The Objective is removed and instead scores 2 Victory Points.



DEFENCE LINE

Opposing spearhead forces are advancing towards a group of key objectives. Holding the flanks during this engagement will be critical to victory. The centre of your force should advance towards these objectives while a portion of your army captures the flanks.

ARMY

- 2 players.

SETUP

- 4'x4' board.
- 3 Garrisons, one in the centre of the board and two others in the centre of opposite quarters (shown in green).

DEPLOYMENT

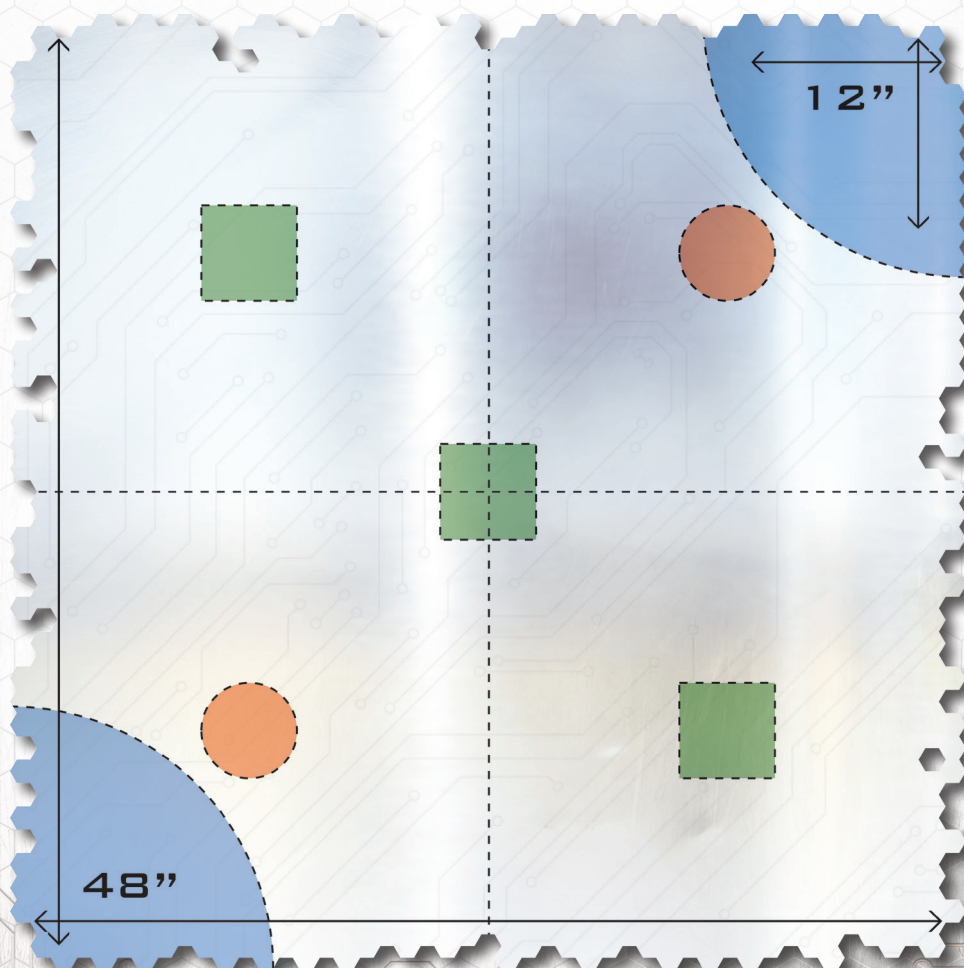
- Within 12" of opposite board corners (shown in blue).
- All units begin In Readiness.

DURATION

- 6 rounds.

VICTORY CONDITIONS

- 3 Hidden Objectives, one placed in each Garrison. 2 Open Objectives in the centre of the remaining two opposite quarters (shown in orange).
- For the three Objectives in Garrisons (shown in green), the player with the highest number of points of Infantry units within 6" at the end of each round scores 1 Victory Point.
- For each additional Objective (shown in orange), the player with the highest number of points of units within 6" scores 1 Victory Point at the end of the game.



WHAT YOU NEED TO BRING

- **1 500 POINT ARMY - AT LEAST 3 COLOURS**
- **2 COPIES OF YOUR ARMY LIST**
- **THIS PLAYER'S PACK**
- **DICE, COUNTERS & TAPE MEASURE**
- **YOUR DECK OF 30 COMMAND CARDS**
- **RULES - INCLUDING ANY FAQs RELEVANT TO YOUR ARMY**

PRIZES

- **COMMANDER**

The player with the highest score at the end of the event.

- **LIEUTENANT**

The player with the second highest score at the end of the event.

- **MIDSHIPMAN**

The player with the third highest score at the end of the event.

- **PUNGARI**

The player with the lowest score at the end of the event.

- **PROPAGANDA OFFICER FIRST CLASS**

Best painted army, decided by our judges.