

TUMULT 2017

18 NOVEMBER 2017 X-WING DOUBLES TOURNAMENT PLAYER'S PACK



Lists need to be submitted by 14 November 2017

V 1.1

Sponsored by

NEW SOUTH WALES
NORTHERN KNIGHTS
WARGAMING CLUB



GENERAL INFORMATION

WHEN:

Saturday 18 November 2017. Check in is 8:30 am for a 9:00 am start.

WHERE:

Activities Centre - Thornleigh Community Baptist Church.
The corner of The Esplanade & Duffy Ave, Thornleigh 2120.

TRAVEL and PARKING:

There is adequate parking next to the Activities Centre. If traveling by train it is a 10-15 minute walk from Thornleigh Railway Station.

COST:

The Team (2 Players) entry fee is \$50 inc GST. Electronic Funds Transfer (EFT) is the preferred payment method to BSB: 082 309 and Account Number: 53 961 9632 Account Name: Strategic Simulations and Software. Please use the first 5 letters of surname from one team member and add _XWING, i.e. SMITH_XWING.

Teams with Members of the NSW Northern Knights can claim a 10% discount if they **register and pay before 1 November 2017** (To qualify as a club member you must have attended 3 club meetings in the previous 4 calendar months, as per the club meeting log)

REGISTRATION:

This will only be done online at www.40kcampaigns.com and **should be done by 14 November '17.** **Late entries/Entries on day may be taken but places cannot be guaranteed as they are limited.**

MISSIONS & NUMBER OF GAMES:

It is planned that there will be 4 games played. The missions will be customised for Tumult 2017 and will have round times of 90 minutes. All missions are provided in this pack giving players the opportunity to practice them prior to the tournament itself.

RULE SET:

Unless otherwise stated within this pack, the tournament will be played using the X-Wing rules and all additional rules and errata published by Fantasy Flight Games.

For the official Tournament Rules & FAQ please see:

http://www.fantasyflightgames.com/edge_minisite_sec.asp?eidm=174&esem=4



TEAM LISTS:

Squadrons may be built to a maximum of **80 points per *Player* from a Single Faction.**

This is a Doubles Event so **2 Players will form a *Team* (max 160 points)**

At least one member of a Team will require a **minimum of 1 non-unique Pilot for Mission 1**

Team pairings can be made from the **following factions:**

- Rebels/Rebels
- Empire/Empire
- Scum & Villainy/Scum & Villainy
- Rebel/Scum & Villainy
- Empire/Scum & Villainy

Apart from these exceptions, Squadron lists must meet all the other rules outlined in the FFG Tournament Rules PDF ie. **No** duplicates of unique pilots or upgrades etc.

Lists should be emailed to support@40kcampaigns.com by **14 November 2017**. **Late entries will be taken but lists containing errors may have the incorrect items removed.**

EACH PLAYER MUST BRING:

1. Their Squadrons (ships, dials, bases, tokens, all associated pilot/upgrade cards & 3 obstacles)
2. X-Wing rule book
3. Dice
4. Damage deck
5. Movement templates & range ruler
6. Squadron list x2 (Hard copies - *template at rear of this players pack if required*)

PRIZES:

There will be prizes awarded for at least 1st place & 2nd place teams.

CONTACT & QUESTIONS:

You can post questions on the Tumult 2017 event on facebook:

www.facebook.com/NSWNorthernKnights

TIMES:

Saturday 18 November:

- 8:30 - Check in
- 9:00 - 10:30 - Game 1 (90 minutes)
- 10:30 - 10:45 - 1st Break
- 10:45 - 12:15 - Game 2 (90 minutes)
- 12:15 - 13:15 - Lunch
- 13:15 - 14:45 - Game 3 (90 minutes)
- 14:45 - 15:00 - 2nd Break
- 15:00 - 16:30 - Game 4 (90 minutes)
- 16:30 - 17:00 - Pack Up/TO Score Calculation
- 17:00 - 17:15 - Awards Presentation

SITUATION REPORT

BACKGROUND:

You and a fellow Squad Commander have been assigned to escort an important Envoy to a space station near the Sartor Gas Giant, Sartor has a large number of moons orbiting it. This is an extremely dangerous sector and you will most likely need to clear the area of any threats that arise in order for the Envoy's ship to proceed safely to the meeting point, High Command has made it clear that you must be prepared to sacrifice your ships if needed to protect the Envoy on his mission.



RULES OF ENGAGEMENT:

When a player assigns maneuver dials, they may assign them to the ships card rather than placing them next to the ships base. This prevents a player from mistaking their opponent's dial for one of their own.

When a player's ship is dealt/receives a Damage Card, the card is dealt from that player's own Damage Deck. Players must maintain their own discard piles for their Damage Cards. Before shuffling, players may request to examine their opponents Damage Deck to confirm the contents are correct. The TO may check damage decks/cards at any time during the event.

A player may request that one range ruler be used during a match due to minor variations in the template printing process and the existence of third party products.

TOURNAMENT SCORING & POINTS:

Tournament Points	Rules
5	Major Victory - Score double your opponents Victory Points
4	Victory
3	Draw - Victory or Loss within 14 Victory Points
2	Loss
1	Major Loss - Score half or less of opponents Victory Points

*note: The mission automatically ends if one player's Squadron is totally destroyed. In missions a player must complete the specified main mission objective to have a chance of achieving a 'Major Victory' in the allocated time, even if they have destroyed all of their opponents ships failing the main mission will result in a 'Victory' only.



TUMULT 2017

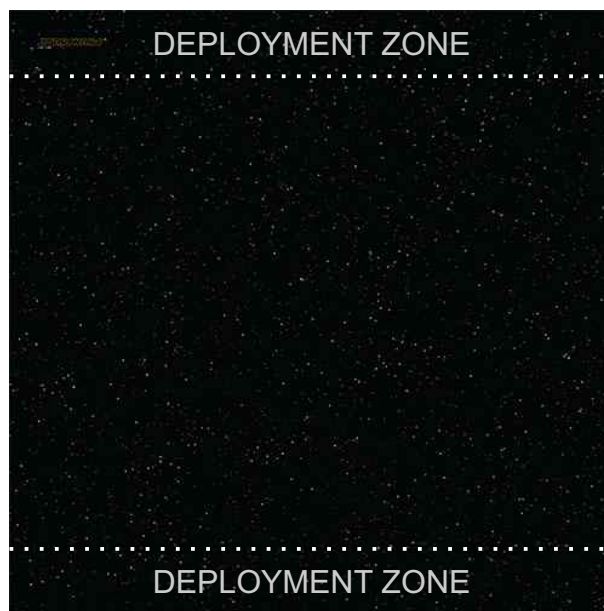
MISSION 1 - COMMAND & CONTROL

OVERVIEW BRIEFING:

High Command has sent word of a very important enemy pilot located in the Sartor Sector. Neutralise this VIP Pilot to boost your troops morale & better clear the Sector for your Envoy Shuttle.

MISSION SETUP:

1. Mission zone is 3' x 3'.
2. Initiative is determined as per the standard rules.
3. Place 3 obstacles per team.
4. Team designates 1 Ship to be their VIP Pilot. (See special rules)
5. Players deploy their Squadrons in the standard Range 1 Zones on opposite sides.



MISSION 1 - COMMAND & CONTROL

SPECIAL RULES:

VIP Pilot Rules

You must designate 1 ship that is a **non unique pilot**, to be the VIP Pilot.

The VIP Pilot gains an additional *Free Action* that it may use each round from the following 3 options:

1. +1 *Agility* for the turn.
2. Remove a *Stress Token* from a friendly ship within *Range 1*.
3. Assign an *Evade Token* to a friendly ship within *Range 1*.

VICTORY OBJECTIVE:

Destroy more of your opponents ships than they do of yours, to gain the most Victory Points.

The VIP Pilot is worth double Victory Points.

MISSION END:

1. At the end of the round match time of 90 minutes has been reached.
2. If all opponents ships have been destroyed/If the Victory objective has been achieved.
3. A player voluntarily concedes defeat which results in an automatic Major Loss for that player.

TUMULT 2017

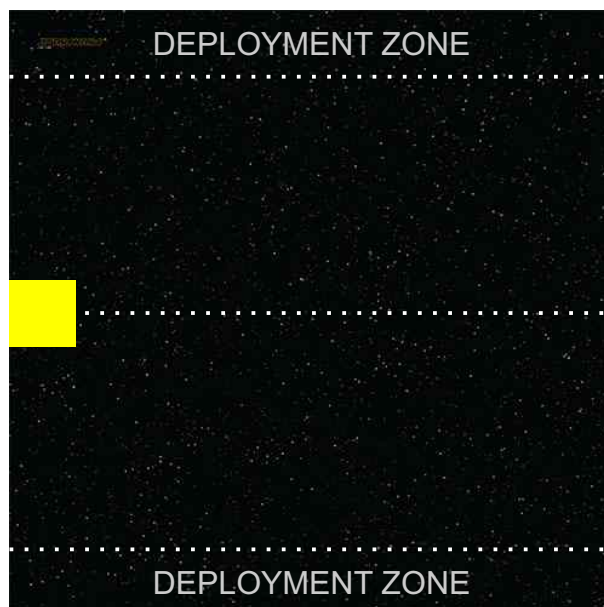
MISSION 2 - HULK

OVERVIEW BRIEFING:

Your sensors have located an ancient hulk in the sector and you should inspect the area to ensure it is safe for the Envoy to travel through. (Another classic dog fight but with a Drifting Hulk obstacle)

MISSION SETUP:

1. Mission zone is 3' x 3'
2. Initiative is determined as per the standard rules.
3. Place 3 obstacles per Team as per the standard rules.
*note: may not be placed with Range 1 of the centre line.
4. Players deploy their Squadrons in the standard Range 1 Zones on opposite sides.



MISSION 2 - HULK

SPECIAL RULES:

Drifting Hulk Rules

The Hulk (Large Base Ship) is placed at one end of the game area centre line. At the end of each game turn it moves a *Straight 1* along the centre line heading towards the opposite side. The normal rules for bumping/overlapping apply to the Hulk with the following exceptions: If the Hulk touches a ship at the end of its movement that ship suffers one damage. If a ship touches the drifting Hulk at the end of the ship's movement then it suffers *-1 Agility* and treats the Hulk as an asteroid obstacle (It rolls a red attack die and suffers any *hit or critical* damage), but can still shoot.

VICTORY OBJECTIVE:

Destroy more of your opponents ships than they do of yours, to gain the most Victory Points.

MISSION END:

1. At the end of the round match time of 90 minutes has been reached.
2. If all opponents ships have been destroyed/If the Victory objective has been achieved.
3. A player voluntarily concedes defeat which results in an automatic Major Loss for that player.

TUMULT 2017

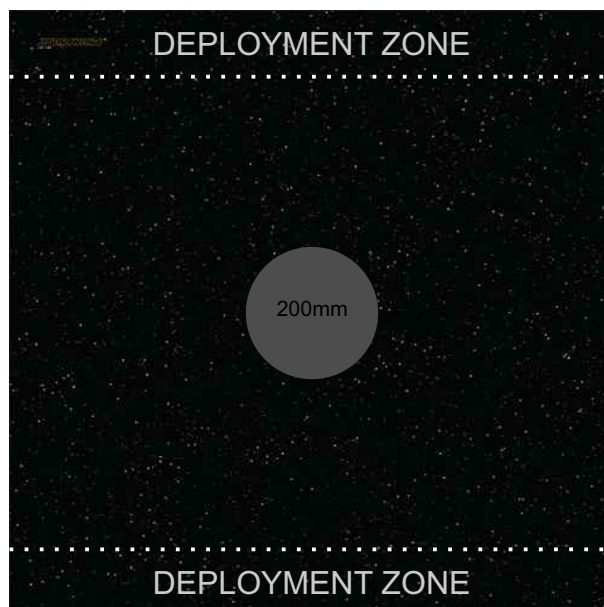
MISSION 3 - MOON DOGFIGHT

OVERVIEW BRIEFING:

As your squadron gets closer to the space station you have been ordered to engage and destroy any opposition you encounter around Sartor & it's Moons. (This is a classic dogfight but with a Moon obstacle)

MISSION SETUP:

1. Mission zone is 3' x 3', the Moon should already be placed.
2. Initiative is determined as per the standard rules.
3. Place 2 obstacles per team, no obstacle can be within Range 2 of the Moon.
*note: may be placed with Range 1 of an edge, but must not be placed in deployment zones.
4. Players deploy their Squadrons in the standard Range 1 Zones on opposite sides.



MISSION 3 - MOON DOGFIGHT

SPECIAL RULES:

Moon Rules

A huge obstacle and if any ship overlaps the Moon's base with its movement template or base it is automatically destroyed. The only exception is *Small* ships which can attempt to perform an extreme evade, to attempt this it must have no stress tokens & rolls 3 defence dice and if 3 *Evades* are rolled the it escapes destruction. If the ship survives it only has a Hull Value of 1 and is to be placed directly away from the Moon's surface using a *Straight 2* template & receives a Stress Token.

VICTORY OBJECTIVE:

Destroy more of your opponents ships than they do of yours, to gain the most Victory Points.

MISSION END:

1. At the end of the round match time of 90 minutes has been reached.
2. If all opponents ships have been destroyed/If the Victory objective has been achieved.
3. A player voluntarily concedes defeat which results in an automatic Major Loss for that player.

TUMULT 2017

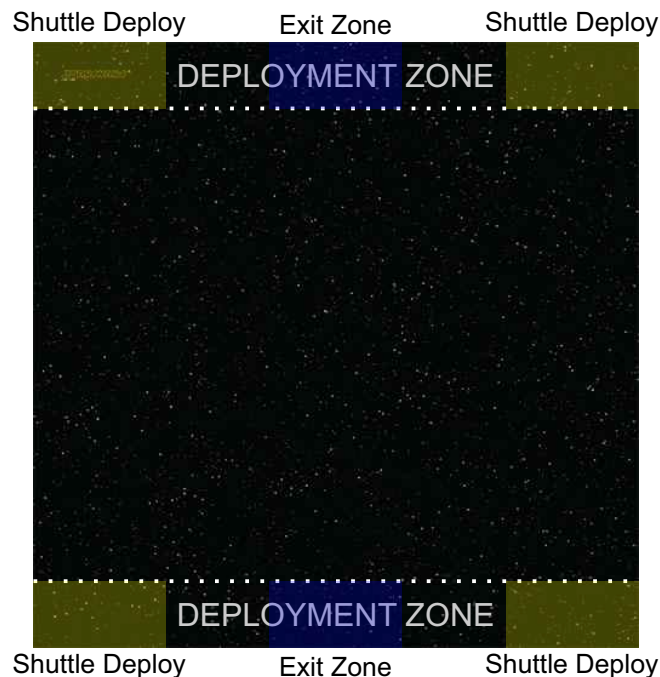
MISSION 4 - ESCORT DUTY

OVERVIEW BRIEFING:

Your Squadron has been assigned to escort your Envoy Shuttle on its final run through the sector so it can continue on to the space station.

MISSION SETUP:

1. Mission zone is 3' x 3'
2. Initiative is determined as per the standard rules
3. Place 3 obstacles per Team as per the standard rules
4. Players deploy their Squadrons in the standard Range 1 Zones on opposite sides
5. Envoy Shuttle deploys last & must be placed within Range 2 of a side edge in deployment zone.



MISSION 4 - ESCORT DUTY

SPECIAL RULES:

Envoy Shuttle Rules (Pilot Card & Ship will be provided) - 60 points

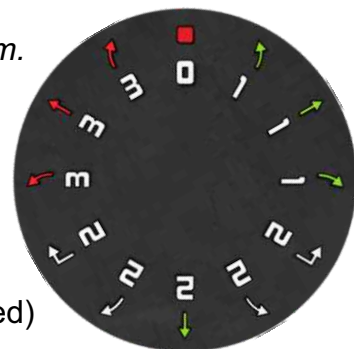
The Shuttle has a Pilot Skill of "0" (though it deploys last during deployment phase)

It has an Agility value of "2", Hull value of "8" and a Shield value of "4".

It can not perform attacks and can perform one of two actions *Focus* or *Jam*.

The Envoy Shuttle cannot suffer *Critical Damage* any critical hits will be dealt as standard hits. Its maneuver dial is pictured left.

Note: Speed '3' maneuvers will deal 2 stress tokens & landing/crossing an obstacle will result in the Shuttle losing its next opportunity to move.



Action: JAM (Envoy Shuttle only)

Allows the first *Target Lock* placed on the Shuttle to be neutralised (removed)

Action: PROTECT (All other Ships)

Friendly ships within Range 1 of their Envoy Shuttle may perform a **Protect Action**. This action allows one *Evade* Token to be placed onto the Shuttle. There is no limit to the number of Evade Tokens that can be assigned to the Shuttle. When defending against attacks the Envoy Shuttle may spend the Evade Tokens in the usual manner. During the end phase, remove all the Evade Tokens from the Shuttle.

VICTORY OBJECTIVE:

At the end of the Activation Phase if a Team's Envoy Shuttle has left the play area via the Exit Zone and the other Team's has not, that Team wins with a "Major Victory".

If both Shuttles exit as required during the same Activation Phase then the result is based on Victory Points ignoring the Envoy Shuttles. If neither Shuttle exits and/or have been destroyed then the result will be decided on Victory Points including the Shuttles, only a "Victory" can be achieved in either of these two instances.

MISSION END:

1. At the end of the round match time of 90 minutes has been reached.
2. If all opponents ships have been destroyed/If the Victory objective has been achieved.
3. A player voluntarily concedes defeat which results in an automatic Major Loss for that player.

TUMULT 2017

Name:

Team:

PILOT:	PTS
SHIP:	
UPGRADES	
TOTAL:	

PILOT:	PTS
SHIP:	
UPGRADES	
TOTAL:	

PILOT:	PTS
SHIP:	
UPGRADES	
TOTAL:	

PILOT:	PTS
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UPGRADES	
TOTAL:	

PILOT:	PTS
SHIP:	
UPGRADES	
TOTAL:	

PILOT:	PTS
SHIP:	
UPGRADES	
TOTAL:	

SQUADRON POINTS TOTAL: