

# WARZONE RESURRECTION

## DIESEL POWERED TOURNAMENT

In Diesel Powered tournaments, players face off in a series of WARZONE RESURRECTION games and pit their skills against other players to determine who will emerge the victor. Diesel Powered tournaments are ideal for groups of 8 to 64 players they promote fast and furious game play while stressing the ability to adapt to a variety of opponents over several Missions.

### Player Responsibilities

Players participating in a Diesel Powered event must bring all their own Rulebook (or printed PDF), models, stat cards, resource cards, faction card deck, dice, measuring devices, markers, tokens, and templates required for play.

### Army lists

Armies are generally created from the following sources: the Warzone Resurrection Rulebook, Heroes of the Solar System or Faction army books as they are released. Most Tournaments adhere to the Standard OOC, Event Organizers may choose a different OOC, but Standard is the norm. Players must bring two printed copies of their army list(s), complete with point costs. Army list point totals cannot exceed the chosen point size for the tournament.

Players can bring a second army list if they choose. The second list must contain the same Warlord and Troops (although they may alter the upgrades or size of the squad) as the first list; they may completely change the Support and/or Lt Vehicle/Monster choices.

Squads with the Rapid Deployment skill are subject to the following restrictions in Diesel Powered Tournaments. For every 250pts in your list you may spend 50 points on squads that may use Rapid Deployment skill. (Warlords with the RD skill are exempt from this limitation)

So for example in a 500 point game you may spend 100 points on RD squads.

### Advanced Game Card Decks

If the event is using the Advanced game rules each player must bring their faction Mega Deck. Their player deck follows the standard rules and must be a minimum of 35 cards. At the beginning of round one players count off their cards decks with their opponent to assure that the deck is a minimum of 35 cards. (Cards printed from the free PDF's are fine as well, as long as the cards are sleeved.)

Players can bring a second Card deck if they choose, it must adhere to the standard rules for cards.

### Modeling and Painting

Prodos Games encourages players to have a fully painted force on the table. Games with painted armies are more interesting to watch and generally enhance the experience for all. Although painting is not required, players are encouraged to show off all aspects of the hobby.

All models used in Prodos Games organized play events must be Prodos Games miniatures from the WARZONE RESURRECTION product line. The miniatures must be fully assembled on the appropriately sized base for which the model was designed. The use of non- Prodos Games models, unassembled miniatures, or inappropriately based models is not permitted.

### Model Conversions

We love to see awesome conversions it is a great part of the hobby, here are a few guidelines for converted models. The majority (75%) of the model must come from the Prodos Games WARZONE

RESURRECTION miniatures range. The conversion must clearly represent the models weapons and gear.

## Sportsmanship

A fair and honest in-game environment is required in order for everyone to have fun. Players must accurately execute the rules of the game and fully cooperate with opponents to honestly answer any questions that arise before and during the game. Players are also responsible for holding their opponents to the same standards.

The Event Organizer will not be able to observe every game. If a player is made uncomfortable by something his opponent is doing he should tell the opponent about it and explain what the opponent can do to remedy the situation in order to maintain a fair, honest, and fun in-game environment. If the behavior continues the players should call the Event Organizer and explain the situation. The Event Organizer always has the final word on rules questions or debates. Players must accept all rulings made by the Event Organizer whether or not they agree. Players must present a mature and polite demeanor to their opponents and the Event Organizer. Failure to do so will result in immediate disqualification.

An Event Organizer can also disqualify a player for any incident that is deemed unsporting. This includes offensive or abusive conduct, bullying, cheating, constant rules arguments, improper play, stalling, and other inappropriate actions. Disqualified players are not eligible for any awards or prizes and are barred from further participation in the event and any other related events.

Sportsman ship scores are used as a tiebreaker for the Final standings of determining the overall winner.

## Organizer Duties

### Logistics

When estimating the overall length of a tournament, an Event Organizer should add extra time for each round to allow time to do pairings, get people to their new tables, and start the next round. We recommend adding 15-20 minutes between each round. The Event Organizer should ensure that all required materials for the planned Mission are prepared ahead of time to avoid delays.

### How Many Points

As an Event Organizer you may choose any points level for the event that you want, however we do have a few recommendations. We recommend most events have a value between 1000-1250 points using the Standard OCC played on a 4x4 table. *Designer note: We highly recommend not to go above the 1250 point limit to keep the Tournament playable in a reasonable amount of time.*

### How Many Rounds

The event runs for a number of rounds indicated on the following chart. The number of players in the tournament determines the maximum number of rounds required to determine the winner.

**DATA**

NUMBER OF PLAYERS	NUMBER OF ROUNDS
UP TO 16	3
17-32	4
33-64	5

We recommend that a Tournament Round should be 2 and a half hours for games of 1000 points or less. For games between 1000-1250 points a Tournament Round should be 3 hours.

### **First-round Pairings**

Shuffle all the tournament record sheets together. Take the top two sheets and set them aside as the first pairing. Without shuffling the pile again, remove the next two sheets as the second pairing, and repeat the process until all players have an opponent. If there is an odd number of players, see “Byes and Odd Number of Players” below. Once the pairings are completed, write the opposing player’s name on each player’s sheet under “Opponent’s Name.” When the round ends, record the tournament points (10 for a win, 5 for a tie and 0 for a loss) add them to the Mission points for the total tournament score, and remember to record the Body Count Value of destroyed models and Efficiency Rating for each player.

### **Subsequent Pairings**

After the first round, all pairings are based on Tournament Points (Win/Draw/Loss), Mission points and Efficiency Rating totals. Once all games in the previous round have been completed, sort the tournament record sheets into a pile based on the Tournament Points, Mission points and Efficiency Rating of each player. Take the top sheet of the pile with the greatest number of Tournament Points, Mission points and Efficiency Rating then pair that player with the player with the next greatest number of Tournament Points, Mission points and Efficiency Rating, repeat until all pairings are made. Once all the pairings are completed, write the opposing player’s name in the appropriate column on each player’s sheet.

### **Byes and Odd Number of Players**

In the case of an odd number of players, one player receives a bye each round. A player who receives a bye does not play in the current round. In the first round, the Event Organizer randomly determines which player receives the bye. In subsequent rounds, the Event Organizer randomly selects a player from the bottom 5 lowest tournament point totals. The Event Organizer should ensure that the same player does not receive a bye more than once per event.

Event Organizers use the following steps to determine the score for the round of players who were given a bye:

1. Add up all Victory Points from all players what participated in this round.
2. Divide the result by the number of players that participated in this round.

The end result is the Bye players tournament score for this round.

### **Mission Selection**

The Event Organizer should choose Missions before a tournament to ensure he has the required materials for those Missions. A Mission should not be repeated. All players play the same Mission each round, and the Event Organizer should not announce the Mission until the players are paired for the round. During each round the Event Organizer should provide at least one copy of the scenario for every table in the event. The Event Organizer should answer questions concerning the mission before the round begins. Players are responsible for making sure they understand the mission.

### **Terrain**

Terrain is a key element in WARZONE RESURRECTION games and should be relatively balanced on a table. Terrain pieces should present a meaningful choice for the player who wins the starting Initiative roll. For example, if one side of the table contains a forest, a hill, and a linear obstacle, the other side should contain terrain that provides concealment, elevation, and cover as well, but the terrain may be positioned in a more advantageous defensive position. As a general rule, an average table should have no less than 40-45% terrain coverage.

### **Starting a Round**

A player can ask to see his opponent’s lists at any time, including before list selection, before the start of the game, and during play. A player must take care not to disrupt the flow of the game while doing this. All models in each list must be presented to an opponent upon request before list selection.

After the pairings and scenarios for the game have been announced but before the starting roll, each player secretly chooses one of his lists and card decks if playing the Advanced format. A player cannot change lists or cards after making this selection. Both players simultaneously reveal their lists.

### Game Results

At the end of a game both players are required to enter the following information on their player record sheets. Each player records the name of his opponent, his result in the game (Win/Loss/Tie), the list he played and the Body Count Value of units that were destroyed. Calculate the Body Count value using the 3rd tiebreaker rules from the Mission Reference Sheet. Once this information is recorded, report the results of the game to the Event Organizer.

### Final Standings

Players score Tournament Points based on the outcome of each game. A player gains 10 Tournament points for a win, 5 for a tie and 0 for a loss. Tournament points are added to determine a player's current standing in a tournament.

In the case of two players with the same number of Tournament Points, determine which one ranks higher by adding their Tournament points to their Missions points. The player who has the highest score is the victor. If the combined Tournament/Mission points are the same for both players, the player who accrued the highest Body Count Value throughout the tournament earns the higher rank. If the Body Count Value is the same for both players then count the players Efficiency Rating to determine who has the highest ranking. If the Efficiency Ratings are the same for both players then count the players Sportsmanship points as the final step to determine who has the highest ranking.

### Mission Definitions

*Designer note: unless explicitly changed below all rules from the missions section of the Warzone Resurrection rulebook still apply to Diesel Powered Missions.*

**Deployment:** Is determined by the diagram supplied for the deployment type as described in the Warzone Resurrection Rulebook, it will also list placement for objectives as well which must be deployed before model placement begins.

**Objectives:** Objectives are placed on the table according to the Mission diagram. There are 2 ways that Objectives are used in Missions which will be outlined in the Mission briefing.

**Mission Points:** Mission points are earned by completing the Mission goals outlined in the Mission briefings. This includes any Hidden Agenda points that may be earned.

**Table Zone:** There are 5 Table Zones in a Warzone Resurrection game, each one may be controlled by having more Models in a Table Zone than your opponent does. A Table Zone is considered contested if there are an equal amount of models from both players in it. (Insert Convergence pic from the rulebook to show the zones)

**Control:** There are two definitions for how things are controlled in a Diesel Powered tournament. Firstly Table Zones may be controlled following the description in the Table Zone entry above. Secondly you may control an objective by having at least one model in base contact with it.

**Contest:** An objective may be contested if there are more enemy models within 4 inches than friendly models in base contact with the objective marker.

**Body Count Value:** Every Model, including Vehicles, has a 'Body Count Value' equal to its Points Value. Add the Points Value together for all Models from a Force that have been removed from play (including destroyed Vehicles). This is the 'Body Count Value'. Models that have fled the table count towards the Body Count Value. The Force with the lowest Body Count Value at the end of the Game wins Body Count Missions and or the extra Mission Point when the Game is drawn. In some cases a Squad is bought with a minimum number of Models. In this case divide the Squad cost by the number of Models.

*For Example: Kim has a Squad consisting of five Models, which with all upgrades, cost 100 points. So each Model is worth 20 points (100/5=20) for Body Count purposes*

**Efficiency Rating:** At the end of each round player count the number of enemy Squads that have been destroyed or removed from play and note it on your score sheet, this is the Players Efficiency Rating.

**Sportsmanship Points:** Sportsmanship points are awarded by every player to their opponent after each game. The players can award their opponent 1, 3, or 5 points depending on the degree of sporting play they displayed. The system uses 1, 3 and 5 as the sporting play ratings because most players are good sports. By allowing a choice between 3 or 5 points for a sporting player, you allow their opponent to rate them as good or excellent. The rating of 1 is only for really unsporting players.

*Event Organizers should check all ratings of 1 assigned by players to make sure that they are genuine cases of unsporting play, and not deliberate attempts by an unsporting opponent to sabotage the player*

### **Mission Victory**

If a player has fulfilled the victory conditions described in the Mission Briefing, the player immediately wins the game. Additionally count the Body Count Value of destroyed enemy squads in accordance with Tie Breaker condition 3, also note down the number of enemy squads were destroyed for to get a players Efficiency Rating.

If the game ends because time in the tournament round ran out with no winner refer to the Tie Breaker system listed below.

### **Tie Breaker Condition 1: Painted Armies**

The player with a fully painted and based army wins the game over a player with an unpainted or unfinished army. If both armies are fully painted and based move to Condition 2.

### **Tie Breaker Condition 2: Mission Points**

The player that earned the most Mission points is the winner. If both players earned the same amount of Mission Points move to Condition 3.

### **Tie Breaker Condition 3: Body Count Value**

Tally each player's 'Body Count Value' for models that have been destroyed or removed from play. The player who's 'Body Count Value' is the lowest wins the game. If both players have the same 'Body Count Value', the game is a tie.

### **Hidden Agendas**

Hidden Agendas are extra Mission Points you can earn in a game, by completing the described action. If you complete the Hidden Agenda earn 5 additional Mission Points. Hidden Agendas are chosen after you and your opponent choose lists for the current round. These are written down and kept secret until the end of the game round. During the Diesel Powered tournament you may only use each Hidden Agenda one time. *For example you may only play the Invasion Agenda one time and must pick a different one for every other game.*

- 1) Head Hunt: Kill the enemy Warlord before the end of the game..
- 2) Invasion: Have at least one squad in the enemy Deployment zone when the game ends.
- 3) Annihilation: Destroy 3 enemy Squads by the end of the game.
- 4) Blood Feud: Choose one enemy Squad Commander and kill him in close combat before the game ends.
- 5) Glory Hound: Choose one of your Squad Commanders, keep track of every enemy model he kills. He must kill at least 6 enemy models before the game ends.

6) Destined for Greatness: Choose one of your Squad Commanders. This model must be alive when the game ends.

### **Mission 1: The Advanced Base**

**Deployment:** Battle Line

Roll for initiative the player that wins may choose to be the Attacker or Defender.

The Attacker places an Objective marker at the midpoint of the Convergence, he then scatters it D20/4 for final placement. The Attacker is attempting to claim that position as an advanced base. If at the end of any turn 4 or later the attacker has at least one Squad with all its models within 8" of the marker, and no enemy models within 12", they score a major victory earning 10 Mission Points.

However if at the end of any turn 4 or later the Defender has at least one Squad with all its models within 8" of the marker, and no enemy models within 12", they score a major victory earning 10 Mission Points. If the game ends due to 'Disengage' or runs out of time, the player with the most units within 8" of the objective marker earns a partial victory scoring 5 mission points.

### **Mission 2: Head of the snake**

**Deployment:** Quarters

Both players must attempt to kill all enemy squad leaders. If either player manages to kill all enemy squad commanders by the end of any turn 4 or later, they score a major victory earning 10 Mission Points. If the game ends due to 'Disengage' or runs out of time, the player that killed the most squad commanders earns a partial victory scoring 5 mission points.

### **Mission 3: Retrieval**

**Deployment:** Battle Line

Both players are looking to recover a set of secret plans, which are hidden under one of the three objectives markers set up on the table. There is only one set of plans to be recovered. To recover the plans once the target objective is identified requires a model to be in base contact with the objective and spend an action point to recover them. If the models holding the plans is removed as a casualty place a marker where it died to indicate the location of the plans; they may be recovered by any model that comes into contact with them.

If at the end of any turn 4 or later a player has recovered the plans and the model holding them in their deployment zone, they score a major victory earning 10 Mission Points. If the game ends due to 'Disengage' or runs out of time, the player with a model holding the plans, they earn a partial victory scoring 5 mission points.

### **Mission 4: Retake the field.**

**Deployment:** Battle line

The player with Initiative chooses to be Attacker or Defender. Both players deploy as normal. The Attacker wins if at any point after Turn 4 they have more than half their remaining Squads in the Convergence, they score a major victory earning 10 Mission Points. If the game ends with 'Disengage' or runs out of time, the attacking player earns a partial victory scoring 5 mission points if one third their remaining Squads are in the Convergence.

Defender scores a victory for killing more than half of the attacker's starting number of Squads, earning 10 Mission Points. If the game ends due to 'Disengage' or runs out of time, the defending player earns a partial victory scoring 5 mission points if they kill more than one third of the enemy starting number of Squads and contest the Convergence.

**Mission 5: LINEBREAKER****Deployment: Battle line**

Initiative winner has choice of attacker or defender. Attacker sets up first. Defender must roll for each unit not held in reserve: on a 16-20 they are reserved anyway, even if they lack and skills to allow such. Units held off in reserve follow the Escalation deployment rules, however all units arrive in their deployment zone. Units with Infiltrate or Rapid Deployment may use it in their half of the table.

Attacker completes this Mission if on turn 4 or any subsequent turn if 75% Or more of his starting Squads end the game in enemy deployment or leaves by that table edge, they score a major victory earning 10 Mission Points. If the game ends due to 'Disengage' or runs out of time, the Attacker earns a partial victory scoring 5 mission points if they have more than 50% of their starting Squads remaining.

Defender completes this mission if he kills more than 50% of the enemy Squads, they score a major victory earning 10 Mission Points. If the game ends due to 'Disengage' or runs out of time, the Defender partially completes the Mission if he prevents the opponent partially or completing the Mission, they score 5 mission points.

**Mission 6: Take and Hold**

DEPLOYMENT: Quarteres (D20: 1-10) or Battle line (D20: 11-20) (Player with initiative rolls)

The Players must capture and hold all 3 Objective markers uncontested to complete this Mission. If a Player is doing this at the end of Turn 3 or later, they score a major victory earning 10 Mission Points. If the Game ends due to 'Disengage' or time running out, a Player is considered as partially completing the Mission if they control two Objective markers, they earn a partial victory scoring 5 mission points.

**Mission 7: Reconnaissance**

DEPLOYMENT: QUARTERS (WITH THE CONVERGENCE ZONE IN PLACE)

A Player controls a Table Zone (including the Convergence) if they have more Friendly models than enemy Models in the particular Zone at the end of the Game. A Table Zone is considered contested if there are an equal amount of models from both players in it. To complete the Priority Mission a Player must control three of the five Zones at the end of Turn 4 or later, they score a major victory earning 10 Mission Points. If the Game ends with 'Disengage', the Player controls the most Zones earns a partial victory scoring 5 mission points. (Each Squad may only claim up to two Zones.)