DropZone Commander @ Cancon 2016

Dropzone Commander is back at Cancon 2016. A two day 1500 point event will run on Saturday and Sunday (23rd and 24th January 2016).

Updates are coloured red.

Please Note: the Tournament Organiser (TO) will be competing.

Registration

Tournament cost is $50 for the two days that is paid to the Cancon event organisers. You can register and pay online: http://www.ticketebo.com.au/canberra-games-society/cancon-2016.html.

Prizes

Prizes will be awarded for the following:

- **1st place**
- **2nd place**
- **Best painted:** voted by the players at lunch on day 1.
- **Best Table:** for the best table of terrain supplied by a competitor.
- **Head Hunter:** most opponent command units killed.
- **Scourge of Humanity:** most enemy units killed (scored by their point cost).
- **Didn't Even Hit the Ground:** most of your units killed while in a transport.

Sponsors
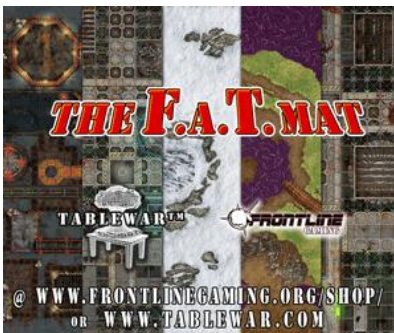
Frontline Gaming (http://austore.frontlinegaming.org/) has sent a 4'x4' Urban Zone F.A.T. Mat that is specifically designed for Dropzone Commander.

War & Peace Games (http://www.warandpeacegames.com.au/) have sent an *Army Painter* paint set.

Aetherworks (http://www.aetherworks.com.au/) have committed prize support.

The Combat Company (http://thecombatcompany.com/) have committed prize support.

Hawk Wargames (http://www.hawkwargames.com/) have committed prize support.

Terrain

Players are asked to bring a table of terrain to the event. Please advise the tournament organiser if you can supply some terrain. As an incentive there will be a prize for the best table.

Time Table

Day 1 – Saturday 23rd January, 2016

	START	END
Registration	9:00	9:30
Round #1 – Land Grab	9:30	11:45
Lunch & Beauty Contest	11:45	12:30
Round #2 – Recon	12:30	14:45
Break	14:45	15:00
Round #3 – Take & Extract	15:00	17:45

At lunch on the first day setup your forces for voting on the Best Painted award. Voting for the best table will be done at the same time.

Day 2 – Sunday 24th January, 2016

	START	END
Round #4 – Ground Control	10:00	12:15
Lunch	12:15	13:00
Round #5 – Targets of Opportunity	13:00	15:15
Break	15:15	15:30
Awards	15:30	15:45

What to Bring:

> ▷ Your miniatures, dice, tape measure, landing zone templates and firing arc templates.
> ▷ At least 2 copies of your list (1 for you and another for your opponent),
> ▷ A copy of the rules (including any errata or special rules for your faction or forces used),

Forces

> ▷ 1,500 points clash – Standard rosters.
> ▷ All units and factions with experimental rules released prior to 18-JAN-2015.
>> ▷ Famous Commanders are NOT permitted.
>> ▷ This includes all units from the *Core Rulebook* and *Reconquest Phase* as well as the following additional units:
>>> ▷ UCM: Flak Team, Heavy Hazard Suits, Mortar Team & Phoenix.
>>> ▷ Scourge: Eviscerators, Screamer, Heavy Raider, Oppressor & Vampire.
>>> ▷ PHR: Valkyries, Medusa, Triton X, Immortal Longreach & Nemesis.
>>> ▷ Shaltari: Pungari, Samurai, Ronin & Gharial.
>>> ▷ Resistance: Sappers, Scout ATVs, Attack ATVs & NT-5 Thunderstorm.
> ▷ Updates to both the *Core Rulebook* and *Reconquest Phase* from the 24-AUG-2015 errata will be used.

> > ⊳ **Future errata will be included if published prior to 18-JAN-2015.**
> > ⊳ **Experimental rules will be included if published prior to 18-JAN-2015.**
> ⊳ **Lists to be emailed to the Tournament Organiser by 18-JAN-2016 (QR codes are acceptable).**
> > ⊳ **The TO's list will be published prior to this date.**

Rules

> ⊳ **DzC @ Cancon 2016 will be run according to the _Official 2015 Tournament Pack_.**
> ⊳ **Rules adjustments from the 24-AUG-2015 errata will be used.**
> > ⊳ **Future errata will be included if published prior to 18-JAN-2015.**
> ⊳ **Focal point and Intel scoring from the _Official 2015 Tournament Pack_ will be used.**
> > ⊳ **All focal points will be placed outside buildings.**
> ⊳ **Scenarios are listed in the Time Table and taken from the _Official 2015 Tournament Pack_.**
> ⊳ **Updated command card texts from 12-FEB-2015 will be used.**
> ⊳ **Tables will be 4' by 4'.**
> ⊳ **Rules disputes can be taken to the TO.**
> > ⊳ **If the TO is playing then a judge has been selected who will rule.**
> > ⊳ **If the TO and judge are playing then there will be a pit fight to the death.**

Draw

> ⊳ **Player matchup will be via Swiss Chess.**
> ⊳ **First round matchups will avoid (where possible) intra-club and blue-on-blue matchups.**
> ⊳ **If there are an odd number of players then there will be a bye.**
> > ⊳ **The bye is considered a 16-4 victory to the player that sits out.**
> > ⊳ **For the first round a random player will have the bye.**

Helpful Links

Hawk Wargames Website: http://www.hawkwargames.com/

Cancon 2016 Website: http://www.cgs.asn.au/cancon/

Dropzone Commander @ Conquest 2016 Website (check here for updates):
https://nanotanks.wordpress.com/cancon-2016/

Core Rulebook Errata (24-AUG-2015):
https://cdn.shopify.com/s/files/1/0159/4298/files/Rules_Update_to_1.1_Rulebook_2015_v1.1_1.pdf

Reconquest: Phase 1 Errata (24-AUG-2015):
https://cdn.shopify.com/s/files/1/0159/4298/files/Rules_Update_to_Reconquest_Rulebook_2015_v1.1.pdf

Updated Command Card Texts (15-FEB-2015):
https://cdn.shopify.com/s/files/1/0159/4298/files/Command_Card_Changes_for_Download.pdf

Dropzone Commander Official Tournament Pack 2015:
https://cdn.shopify.com/s/files/1/0159/4298/files/Dropzone_Commander_Official_Tournament_Pack_2015.pdf