

ALPHA STRIKE

STARSHIP TROOPERS TOURNAMENT PACK

Welcome to Alpha Strike, the first official tournament for Starship Troopers, the game featuring a battle for the species. Even if you do not attend the tournament itself, you are welcome to use these rules as guidelines for your own tournaments at clubs and conventions.

TOURNAMENT OVERVIEW

Each entrant will compete in four games. After each game, you will record your results and inform the Tournament Co-ordinator before the next round of games is due to start. Your opponent in the first game of the tournament will be determined randomly. The three subsequent games will match players according to how well they did in their previous games, pairing off the two current highest scoring players with each other, then the next two highest scoring, and so on. However, you will never play the same opponent twice during the tournament. Every game will be played on a 6' by 4' table with fixed terrain. Players must provide all other materials for their games. You must also bring along a copy of the Starship Troopers rulebook, as well as rules updates that are relevant to your army. Rules updates from our web site may be printed out.

YOU WILL NEED

You must bring the following items with you on the day of the tournament.

- Ticket for entry to the tournament
- Starship Troopers rulebook, plus any relevant rules updates
- Your army, fully painted
- Two copies of your Army List
- This tournament pack
- Pen, paper and dice
- Tape Measure
- Some money for food, drink and a few new Starship Troopers goodies from our office store!

Tournament Schedule

Start	End	Schedule
8:30	9:00	Entry, Registration and Shopping!
9:00	11:00	First Game
11:10	13:10	Second Game
13:10	14:00	Lunch, Hassle Game Designers
14:00	16:00	Third Game
16:10	18:10	Fourth Game
18:20	18:30	Awards Ceremony
18:30		Doors Close

WINNING AND LOSING

Throughout the tournament, you will earn points in various categories. The winner of the tournament will be the player with the most points overall. In the event of a tie, the player with the most Generalship points will win. However, every player will walk away with something to commemorate the day and their efforts.

Points will be earned as follows.

GENERALSHIP

As you win more games throughout the tournament, you will gain Generalship points, a reflection of your raw gaming ability. This will have the most effect on where you end up in the tournament rankings. Generalship is scored as follows. The maximum possible score over the four games is 80 points.

Into The Fire

Game Result	Victor	
Vanquished		
Win by less than 250 Mission Points	10	10
Win by up to 750 Mission Points	13	7
Win by 751 to 2,000 Mission Points	17	3
Win by more than 2,000 Mission Points	20	0

You will be warned ten minutes before a game must end and from this point you must finish the game with the current turn. Mission Points will be calculated from this point as normal.

THE GENTLEMAN'S AWARD

Things can get a little . . . tense during tournament games and it always pays to keep a cool head. To encourage this, players will rate each game according to how much they enjoyed it – after all, the whole point of the tournament is to have fun!

You will rate each game you play as Poor, Good or Great. If you do not rate any game, it will be assumed it was a Good one. For every Good game rating you gain throughout the tournament, you will earn 5 points. Every Great game earns you 10. A Poor game will earn you nothing but the added attention of the judges. . .

Please note that we will be keeping an eye on how players are marking each other throughout the tournament, so expect a judge to pull you to one side if you continually mark players either very well or very badly.

The maximum points available in this category is 40, though we expect every player to score at least 20. Remember, you are here to have fun!

BEST PAINTED ARMY

Here at Mongoose, we love to see exceptionally well painted models. We will be giving a special award out for the best painted army taking part in the tournament, as chosen by the judges. However, this is 'outside' the normal scoring system and is completely separate. Whether you paint your army as a master artist or just use very basic schemes will have no effect on your standing in the tournament as a whole.

QUESTIONS DURING PLAY

The whole point of the tournament is to play a few games, have fun and meet with other people who share a love of Starship Troopers and miniatures gaming. That said, even the most well mannered gamers can have a difference of opinion in what a rule actually means, especially when their army is at stake! To avoid arguments, you are advised to consult the rulebook during play. There is absolutely nothing wrong with politely asking your opponent to point out any given rule or statistic in order to make sure the game is being played according to the rules. If you can resolve any rules dispute between the two of you, both will enjoy the game a great deal more.

If you need to call a judge over to resolve a dispute, you are more than welcome. However, for good or ill, the judge's decision is final. Arguing with a judge is a Bad Idea.

Into The Fire

TOURNAMENT ARMIES

Your Army List (of which you must bring two clear and legible copies) must list every unit within your army and any additional items or options that you have selected.

Your army must obey the following restrictions.

- Each army must be at 2,000 points or less
- Your army list must have its Priority Level clearly marked and this may not change throughout the tournament
- You must have a painted miniature for every model in your army though counters from the box set for air units are permissible
- Players must choose armies from one of the following army lists – MI Power Suit Platoon, Marauder Platoon, Arachnid or Skinnie
- A maximum of two platoons is permissible in a Mobile Infantry army, following the usual rules. These platoons can be of different types.
- All the rules and guidelines in The Player's Guide, downloaded from our web site, will be used

SCENARIOS

The Engagements system in the main rulebook will be used to determine the scenarios played against each opponent. Tactics may be chosen before each battle after you have been told what army you will be facing.

Note that your army can limit what Tactics you choose. For example, if you have Emplacement Assets in your Mobile Infantry army, you will only be able to choose Defend.

VICTORY POINTS

Mission Points are determined as described in the Engagements chapter of the main rulebook and so will vary depending on what mission objectives you have. You should be aware of this when deciding Priority Levels and Tactics for your army!