

Egyptian Campaigns '02 Warzone Four Skulls Crusade Tournament Rules

Background

The Four Skulls Crusade is a Warzone/Dark Eden Tournament using 2nd Edition rules and the 1st Edition Dark Eden Background. The Event Title and the concept for the tournament come from the historical information given in the Dark Eden Sourcebook. To summarize...

"The Corporations abandoned Earth and built new civilizations for themselves off world. Luna, the name given to earth's moon, became the "center of the new universal order". After Luna demanded independence from Earth and launched missiles at the planet, the four remaining leaders on Earth devised the Mega Body Plan. This plan called for a vast nuclear arsenal to be hidden on Luna thru the use of covert agents. A 2,000-digit destruct code was devised to explode the missiles when the four leaders agreed."

" Each of the four remaining world leaders had 500 digits of the code engraved into their skulls. Only the unified decision of these four men could destroy Luna. Thus with the nukes in place Earth could now force Luna to remain a colony. However Luna struck first, obliterating the cities where the leaders were and ending the immediate threat of annihilation. Over time the Mega Body Plan became the stuff of legend, a curiosity for treasure hunters and danger seekers."

"Agents of Semai have revealed that the codes are in tact and able to be used. The forces of the Solar System are stunned and terrified. In the confusion and disbelief, the Tribes of Earth are marching to war. Some have allied themselves with the Dark Legion, hell-bent upon the destruction of Luna and ultimately the human race. Other Tribes have allied with the Corporations and the Brotherhood, realizing that the destruction of Luna will ultimately signal their own downfall. Some people and organizations hope to use the skulls to further their own plans and schemes. Who will be victorious? The answer and the fate of humanity will be revealed on the battlefield."

Forces, Point Value, and Composition Rules

All armies must be 500 points or less. It is the player's responsibility to produce a force list with point costs clearly labeled, and to display the models included on that list for inspection. No proxies will be allowed, but clearly identifiable conversions are allowed if approved by the Crusader Judge. The Crusader's word is final in these issues. Be prepared to substitute for these units if you plan to field conversions. They may be disallowed during inspection.

Your army composition sheets can be checked during army inspection any time between 8:00 am and 9:30 am the day of the event. You will be given a chance at that time to correct any errors or omissions you might have in your army composition. But once play starts, armies on the table exceeding the 500-point limit, or forces not listed on the original army sheet, will be grounds for immediate disqualification.

At the pre-game inspection, a lottery will also be held to select what opponent you will face. At this time, questions about victory condition, army composition, and tournament format will be answered as well. Table selection will be announced 15 minutes before the first round begins.

The Four Skulls Crusade is an Excelsior Ranking Event. Participation in this event will serve to rank your Warzone skills and allow you to participate in future Sanctioned Warzone events. Due to the fact this is a Ranking Event, the scenario and forces available have been carefully selected. The following conditions apply to any force list selection:

The Brotherhood has always enforced a policy of limited contact between the Corporations and the Tribes of Dark Eden. They have also regulated the level of technology that could be introduced to that world. As a result, Corporate bases on Dark Eden have tended toward observation posts with limited contact; frequently remaining hidden from even the Brotherhoods watchful gaze. As such these bases are not considered to be vital areas and most front-line troops and weaponry are assigned to other locations.

The revelation of the skulls and the resulting conflict has caught the Brotherhood, the Corporations, and even some of the Dark Legion Nepharites by surprise. As a result, only those troops garrisoned on Dark Eden are available. All other forces, long considered too valuable or too technologically advanced for assignment to Dark Eden are now too far away to be redeployed in time to play a part in the coming struggle.

A complete list of legal force selections will be included at the end of this document. Your army force composition must not contain any unit or model not shown on the included list and the use of units on this list is subject to the limitations posted therein. Players found to be fielding illegal units will be required to adjust their army to conform with the guidelines listed here.

Tournament Format

The Four Skulls Crusade will be run as a three-round tournament.

- Stage One** Each player will play a series of three two hour games. The first game will run from 10 am until noon. The second game runs from 12:30 pm to 2:30 pm. And the third game runs from 3:00 pm to 5:00 pm. As you can see, each game will have a 30-minute break between them. You will be facing random opponents and playing on randomly selected but similar tables. At the end of each game, you will be awarded victory points for your play. These scores will be used to rank you at the end of Stage One.
- Stage Two** The top four ranking players will be asked to return for the semi- final round. This will be a single game with the top seed playing the number four player, and the second seed playing the number three player. This game will run from 7:00 pm to 9:00 pm.
- Stage Three** The two winners of Stage Two will be allowed to play in the finals for the tournament first and second place. The other two players will play for third and fourth place. This game starts at 9:30 pm and finishes at 11:30 pm, when a champion is crowned.

Victory Conditions

The agents of Semai have managed to gather up the three activation keys that will allow entry into the fortified bunker where the Skulls reside. Agents of Semai were transporting the keys when a Cressentian Saradon Pack shot down their craft. The keys are now scattered across the terrain with the wreckage of the craft. While the keys do not reveal the location of the bunker itself, it will allow access once it is found.

Your victory points will be determined by calculating the following factors:

1. There are three objectives (keys) worth up to 100 points each; these are placed along the center of the table. A model can pick up an objective for one action. He may hand off the objective to another model for one action so long as the two models are in base-to-base contact. If the model is killed, the objective will be dropped where the model fell. Possession of the objective at the game end will be worth 75 points. Retreating the model carrying the objective off the deployment zone table edge will secure the objective and be worth 100 points.
2. You will be awarded points for killing the enemy equal to their point value. Models killed by enemy action will be added up after the game. This will be worth between 0 and 500 points.
3. You will receive points for your troops who survive the battle equal to their point value. This will be calculated by subtracting the amount killed by your opponent from the total you started with. This will be worth between 0 and 500 points.
4. Possession of all three objectives at the end will be worth an additional 50 points.