

# TOURNAMENT MISSIONS INTRODUCTION

## ARMY POINTS

The tournament organiser will have announced what Army Points (AP) will be used during the tournament. They will also inform all players of what split (Assault/Reinforcements) is required.

If in doubt about the AP of the event you will be attending then please email us at [contact@at-43.co.uk](mailto:contact@at-43.co.uk) with the date of the event and we will let you know all the details. You can also check upcoming events on the dedicated UK website: [www.at-43.co.uk](http://www.at-43.co.uk).

During 2010 all tournaments organised by the AT-43.co.uk team will have 2500ap (1900/600).



## ROUNDS AND PAIRINGS

During the tournament every participant will play the same number of games of AT-43. For the first game the pairings will be random, after that you will be paired with a player who has the same number of won/lost games as yourself. You will never play the same person twice during the event. Should we have an odd number of players then one player will receive a "Buy". This is an automatic win with 20 victory points, after the first round this will go to the person in last place. You can only get one "Buy" per tournament so if you are last for a second round and have already had a "Buy" then the person placed just above you receives the "Buy" instead of you.

## WINNING THE TOURNAMENT

The winner of the tournament will be decided by counting up the total number of victory points each player has earned throughout the event. The person with the most points will be declared the winner.

If multiple players have the same number of victory points then we check if those players played against each other and the winner of that game is declared winner of the tournament. Should it be the case that those players did not play each other then the person with the most game wins will be declared the winner. Should it be impossible to declare a winner with the above methods then the tournament software will be used to decide the winner based on tie-breakers.

## SIX TURN LIMIT

All missions used during the tournament have a 6 turn limit. If after 6 full turns no winner has been decided then the game counts as a loss for both players and they receive the victory points they have accumulated for the game at that point.

## WIN CONDITIONS

The win condition for each mission is always the first person to reach (or go over) 20 victory points. If both players go over 20vp at the end of the round then the person with the most points wins, if this is even the game keeps going until there is a difference in victory points or the 6 turn limit has been reached (see above).

In games where one side totally wipes out the opponent's army before the victory conditions are met you will need to work out the final victory points total by using the following method:

1. Finish the round you are playing, activating any remaining cards and attempting to grab as many VP as possible.
2. Add any bonus VP, based on the round you wiped out the enemy:

Round 1 : 15VP  
Round 2 : 12VP  
Round 3 : 8VP  
Round 4 : 8VP  
Round 5 : 5VP  
Round 6 : 3VP.

3. If your final score is less than your opponent, your opponent wins the game.

If your final score is less than your opponent, and your opponent is Frontline or M.Ind, you finish the game with 1VP more than your opponent.