

KING OF THE JUMP GATE

A new scenario for A Call to Arms (updated for 2nd edition)

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This is a very simple scenario designed for a tournament setting. Much like the days of playing "King of the Hill" in your backyard, the idea behind this scenario is to control the jumpgate. Control is exercised by proximity to the gate, determined in the last turn.

Fleets: 5 Fleet Allocation Points to each player, or as determined by the tournament.

Pre-Battle Preparation: Roll for initiative as normal. Losing fleet will set up first. Players may deploy anywhere in their respective deployment zone as shown on the map. Stellar Debris is set up randomly. A Jumpgate is placed in the center of the map, facing a short edge.

Scenario rules: No ships are allowed to be held in hyperspace.

Game length: 10 turns or until time limit is reached.

Victory and Defeat: This scenario does not use standard victory points. Victory points in this scenario are awarded solely by proximity to the gate at the end of each round. If a ship ends the round within 12 inches of and in the front arc of the gate, it is worth a number of VP based on how many patrol level ships it could be substituted for. War PL ship is worth 18 VP, a Battle PL ship is worth 6 points, Raid PL ships are worth 4 points, Skirmish PL ships are worth 2 points. Auxilliary craft do not score. Ships score double victory points if they end the round within 6 inches of the jumpgate.

