

King of the Jumpgate IV



Kublacon 2008
Saturday May 24th

King of the Jumpgate IV Tournament Pack

Welcome to Kublacon and the 4th King of the Jumpgate tournament. I hope you will have an enjoyable weekend at the convention and at this tournament. King of the Jumpgate is not an official Mongoose Publishing tournament. It does not follow standard tournament format in several ways. A thorough understanding of the scenarios played (including the namesake scenario, King of the Jumpgate) and the tournament structure will make your experience at the con a smooth one.

PLAYERS

I've reserved space with the convention for 12 players in the tournament. If I get more players than this I will try to get more space but I can make no guarantees. That's why I request advance submittal of fleet lists, so I have an accurate count of how much space is needed.

EVENT

The tournament will be 3 rounds. Each round will have a different priority level. The 3 scenarios in the event are: King of the Jumpgate, Space Superiority, and Annihilation. You will play each scenario once - but it could be at any priority level! Muhahahahah!

RULES

The tournament will use the Babylon 5: A Call to Arms 2nd Edition rules, Fleet Lists, and the most recent FAQ from the Mongoose Publishing forum.

FLEETS

Most fleets from the 2nd edition Fleet Lists book are allowed. The

following fleets and/or ships are not allowed:

- Gaim fleet
- Gaim as allies
- Gaim in a LONAW combined fleet
- Ancients

Some minor fleet ships are not allowed. This includes but is not limited to:

- Technomage Pinnacle
- Ipsha Warglobes
- Lumati Transports

Allies are allowed in scenarios as per the usual fleet restrictions. Interstellar Alliance and Raider fleets may have up to 2 Raid FAPs of



allies in their total fleet list. Psi Corps fleets may have up to 4 Raid FAPs of any EA fleet list as part of their total fleet list. These ships must all come from the same EA list. Earth Alliance ships that are allowed variant missiles must use the same loadout throughout the event (list the type on your fleet submission.)

Players will submit an 11 FAP list bought at Raid PL. From this list you must be able to bring a 5 point fleet at Skirmish, Raid, and Battle priority level. Ships may be used in any round freely within normal fleet restrictions (for example, allies.) You will be able to choose your fleet with the knowledge of what race you are facing prior to each round. Competitors should check each other's fleets before each battle to ensure proper use of Fleet Allocation Points. Players should be familiar with the new Fleet Allocation Point breakdowns in ACTA 2nd Edition.

Now for the twist.

Each year I try to make the tournament a little different from last year, to throw the players a curveball and have them play games they're not used to playing. This gets everybody thinking and helps them enjoy the broader game of A Call to Arms a little more, I believe. Previously I've used planetary terrain, ship XP, as well as the escalating tournament format to change things up. This year, all fleets will be required to bring a generic Admiral character on board

always face off with one another, but will never face the same player twice. The first round's games will be chosen by random draw first round's games will be chosen by random draw. Each round has a time limit. When time is called finish the turn you are on as quickly as possible. Round one has a time limit of 2 hours, round 2 has a limit of 2 1/2 hours, and round 3 has a limit of 3 hours. There will be time granted between each round for breaks, lunch, and so on.

SCORING

The winner of each match will be determined by Victory Points. See page 49 of ACTA 2nd Edition for details, with the exception that an entire wing's worth of Aux Craft must be destroyed to receive VP for the wing. The admiralship score will be determined by the margin of victory (see the table below.) Each round, the players will grade each other on sportsmanship (up to 10 points) and fleet composition (up to 10



a Raid PL ship or better. It does not need to be the highest PL ship in your fleet roster. No named Admirals - you can't bring Sheridan! This ship must take part in round two and three, but is not required in round one (the skirmish PL match.) The cost of the ship as part of your list must be paid as normal. For example, a Hyperion with an Admiral becomes a Battle priority level ship, and so takes 2 of the 11 raid choices in the total fleet roster, and counts as a Battle PL ship in whatever match it takes part.

points - diverse fleets should score higher.) In addition, there will be a trivia quiz (before Round 1) worth up to 20 points. Players will be ranked after 3 rounds according to the total VP awarded in each match; the average of each of the sportsmanship and fleet composition; and the quiz grade. So, you've got up to 20 points from each round, 10 sportsmanship points, 10 fleet comp points, and 20 quiz points - so the maximum score is 100 points.

ROUNDS

The tournament has 3 rounds of play. Round 1 will be a 5 FAP match played at Skirmish priority level, round 2 will be a 5 FAP Raid PL match, and round 3 will be a 5 FAP Battle PL match. By popular request, I've decided to institute the "Swiss" system this year, so that the highest scoring competitors will

Admiralship Scoring		
Game Result	Victor	Vanquished
Draw	10	10
Win < 10 VP	13	7
Win ≥ 10 VP	17	3
Fleet Destroyed	20	0

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SCENARIOS

Space Superiority, Annihilation, and King of the Jumpgate. The first two will be as described in the ACTA 2E Rulebook, with 2 exceptions. First, the PL of the scenario will be determined by which round you happen to play it. Second, all terrain will be set up randomly by the judge (me.) For details on the KotJ scenario, see the download on the tournament website.

BEST PAINTED MINIATURES

Players may enter 2 FAP at Battle PL for judging in the painting competition. This may be broken up however the player wishes, including

I expect fair play and good conduct from everyone. Any rule disputes which do not have a clear resolution at the tourney will be diced off even-odd.

Players are free to use counters, Mongoose or AOG minis, or any combination of the above. Painted minis are encouraged of course. If there are no objections I'd like to take pictures of the event and participants for the website.

When time for a round is called, your game ends with your current turn - please finish as quickly as possible. Any questions, send me an email at epicarmycard@comcast.net or send me a message through the Mongoose forums.



1 War PL ship, and need not come from the roster of ships used in the tournament. All players will be given a scoring slip and may participate in the judging, regardless if they entered. Each fleet may be graded up to 10 points. Winning minis from previous events may not be entered.

PRIZES

Provided by Mongoose Publishing. Thanks!

ERRATA

EVENT SCHEDULE

9:00	Check In
9:15	Judge Painted Minis, Trivia
9:30	Round 1 - Skirmish
11:30	Break
11:45	Round 2 - Raid
2:15	Break
2:45	Round 3 - Battle
5:45	Trivia Review, Scoring, Photos, Awards!
6:00	Clean up