



THE ARMADA TOURNAMENT ORGANISERS' GUIDE

Armada is Mantic's tabletop game of epic naval warfare. This guide is intended to assist event organisers in preparing for an Armada tournament. It covers some basic pre-tournament considerations and then includes a detailed section on scoring games in a tournament setting. This guide concentrates on specific Armada aspects of tournament play.

PRE-TOURNAMENT CONSIDERATIONS

While preparing the tournament, there are a number of considerations to be made.

Game Size

The size of games to be played will determine the time required for each round and the playing space required. It is anticipated that a 'standard' game will be set at 250 points per side on a 4' square table. As players are learning the game, or if you are limited for space, smaller games at 150 points on a 4' x 3' table might be more appropriate.

Timings

A 250 point game should take between 90 – 120 minutes, but may take longer when players are new to the game.

It is likely that terrain will need to be re-set between scenarios and tournament organisers should allow additional time between rounds to allow this.

Tournament organisers may wish to employ clocks with each player allocated a set amount of time for completing their moves. This option is not as clean as in Kings of War however. The downside of using clocks is that this will require a lot of switching between clocks as:

- Different players' ships activate in initiative order at different times during a turn.
- The non-active player takes some actions during their opponent's activation with activity such as fire as she bears and in responding to boarding actions.
- Some scenarios have lengthy end of turn activities which may be difficult to allocate to either player. As an example, the end of turn action for Scenario 10, Plant the Flag, requires a skill test to be taken for every ship, with potential subsequent movement and collisions to be resolved.

Full Wind Rules

In the Armada rulebook, the wind direction determines the order in which ships activate, but additional full wind rules are also included in the book. It will be necessary to decide whether these additional wind rules are to be employed in the tournament.

In making this decision, the following factors should be taken into account:

- The full wind rules add 'realism' to the game, at the cost of a little more complexity.
- The full wind rules might unbalance some scenarios.
- Fleets with oars and engines may have a slight advantage over fleets reliant on sails in some instances.

Fleet Building Restrictions

The Armada rulebook contains rules on building fleets, but tournament organisers may wish to impose additional fleet-building constraints or to relax the rulebook constraints, for instance by allowing the inclusion of allied ships.

With experience of the local game "meta", tournament organisers may also wish to discourage certain fleet builds.

Scenario Selection

The Armada rulebook includes 10 scenarios which provide a variety of tests for fleet admirals. Tournament organisers are, of course, free to devise their own scenarios or to modify the scenarios in the book.

When determining the scenarios to be used in the tournament, the following factors should be taken into account.

- There are 3 types of scenario in the core rule book, not all of which are well-suited to tournament play.
- Symmetric scenarios in which the victory conditions are the same for each player. These are well suited to tournament play as both players face the same challenge.
- 'Kill' scenarios in which the result depends solely on the damage to enemy ships and there are no scenario-specific victory points. While these are symmetric scenarios, they might be considered less-well suited to tournament play as the winner of the scenario will be based purely on having damaged more of the enemy.
- Asymmetric scenarios in which the victory conditions are different for the players. These scenarios are less-well suited to tournament play as there may be a hidden advantage for one player. One option would be to play the scenario twice with players alternating the roles of attacker and defender, but time will probably preclude this in most tournaments. These are perhaps more suited to a more narrative event.

Other scenario considerations

- *How games will be scored.* The scenarios in the Armada rulebook simply show game results as win, draw or loss. For tournaments, greater discrimination between the game scores may be required to allow matching players of similar abilities in later rounds and for determining placing. The tournament scoring section of this guide introduces a more detailed scenario scoring system.
- *Whether the scenarios will be advertised in advance.* Experienced admirals will be able to tailor their fleets to succeed in specific scenarios. By not advertising the scenarios in advance, admirals will have to design balanced fleets capable of meeting different challenges.

Terrain

In order that no player is disadvantaged, tournament organisers should ensure that the terrain on each table is reasonably balanced so that neither player has a significant advantage. This will be easy to achieve for those scenarios where the terrain position is defined in the scenario description but may be harder in other scenarios, particularly in asymmetric scenarios. An Armada Map Pack is available which tournament organisers may find useful.

Alternatively, each table might be provided with terrain pieces with players placing pieces alternately before rolling to decide sides or which player will be the attacker/defender in asymmetric scenarios. In order to avoid all of the terrain simply being placed around the edges of the table, tournament organisers may wish to lay down some basic placement rules.



TOURNAMENT SCORING

The Armada rulebook allows games to be played with results following a win/draw/loss format. For tournaments however, greater discrimination between the game scores of the players involved will be beneficial in matching players of similar ability in subsequent rounds and in assessing the overall results of the tournament.

This section of guide is designed to provide advice to tournament organisers on how to provide more granularity to game outcomes through the awarding of tournament points (TPs) based on performance in the scenario. Tournament organisers are of course free to amend the proposed scoring system as they wish as experience is shared from other tournaments.

The Scoring Methodology

The scoring system is based on 3 factors with players scoring up to 25 TPs in a game.

- Win, draw or loss in the scenario. A win scores 15 tournament points (TPs), a draw scores 10 TPs and a loss scores 5 TPs.
- The amount of damage inflicted on enemy ships - measured in points value destroyed. Total up the points value of all enemy ships destroyed, sunk and surrendered, and add half the value (rounding down) of enemy ships that have taken more damage than half their starting structure points. Up to 5 TPs can be scored for inflicting damage on enemy ships.
- The number of victory points (VPs), or other awards, achieved in the scenario. Up to 5 TPs can be scored for this.

There are 3 types of scenario in the core rule book.

- **Symmetric scenarios** in which the victory conditions are the same for each player. The result is determined by VPs scored with TPs awarded based on VPs and damage inflicted on the enemy.
- **'Kill' scenarios** in which the result depends solely on the damage to enemy ships and there are no scenario-specific victory points. TPs are based entirely on damage inflicted on enemy ships and this could result in winners of a 'kill' scenario gaining a significant advantage compared to winners of other scenarios. TPs awarded for damaging enemy ships have been amended compared to balanced scenarios to reflect this.
- **Asymmetric scenarios** in which the victory conditions are different for the players. The result is determined on a variety of factors with TPs awarded based on scenario specific objectives and damage inflicted on the enemy.

The points suggested here are based on 250 point games. Tournament organisers may wish to amend the points scored if they organise games at lower or higher point levels.

An additional benefit of this scoring system is that it will encourage both players to continue playing right until the end of the battle as extra points can be scored even when facing inevitable defeat.

SYMMETRIC SCENARIOS

Scenario 2 – Capture the Kraken		
Victory Conditions	At the end of each turn, each player scores 1 VP for each full 5 damage they inflicted on the Kraken (keep score as you go), to a maximum of 5VPs per Turn. Players also score 1 VP for each enemy Medium ship that is destroyed or surrenders for any reason, 3 VPs for Large ships and 5VPs for Extra Large ones (these VPs count towards winning the scenario but are not included when calculating TPs from VPs scored). The player with the most accumulated VPs at the end of the game is the winner and scores 15 TPs with the loser scoring 5 TPs. If the totals are equal, the game is a draw with both players scoring 10 TPs.	
Damage Inflicted	Damage Inflicted on Enemy	Bonus TPs
	1 - 50	1
	51 – 100	2
	101 – 150	3
	151 – 200	4
	201 - 250	5
VPs scored by inflicting damage on the Kraken, do not include VPs from damaged, destroyed or surrendered enemy ships	VPs Gained	Bonus TPs
	1 – 9	1
	10 – 18	2
	18 – 27	3
	28 – 35	4
	36+	5

Scenario 3 – The Vortex		
Victory Conditions	The player with the most accumulated VPs at the end of the game is the winner and scores 15 TPs with the loser scoring 5 TPs. If the totals are equal, the game is a draw with both players scoring 10 TPs.	
Damage Inflicted	Damage Inflicted on Enemy	Bonus TPs
	1 - 50	1
	51 – 100	2
	101 – 150	3
	151 – 200	4
	201 - 250	5
VPs	VPs Gained	Bonus TPs
	1 – 10	1
	11 – 20	2
	21 – 30	3
	31 – 40	4
	41+	5

Scenario 4 – X Marks the Spot		
Victory Conditions	At the end of the game, both players total up all the VPs they have stored on their surviving Medium, Large and Extra Large ships from captured treasure. They score an additional 3 VPs for each enemy Large or Extra Large ship destroyed or Surrendered and 1 VP for each enemy Medium or Small ship destroyed or Surrendered. (these VPs count towards winning the scenario but are not included when calculating TPs from VPs scored). The player with the most accumulated VPs at the end of the game is the winner and scores 15 TPs with the loser scoring 5 TPs. If the totals are equal, the game is a draw with both players scoring 10 TPs.	
Damage Inflicted	Damage Inflicted on Enemy	Bonus TPs
	1 - 50	1
	51 – 100	2
	101 – 150	3
	151 – 200	4
	201 - 250	5
VPs gained from captured treasure only, do not include VPs from damaged, destroyed or surrendered enemy ships	VPs Gained	Bonus TPs
	1 – 8	1
	9 - 17	2
	18 - 24	3
	25 - 32	4
	33+	5

Scenario 8 – Flotsam and Jetsam		
Victory Conditions	At the end of the game, both players total up all the value of all the loot counters they have captured on their ship's cards. The player with the highest total loot value is the winner and scores 15 TPs with the other player scoring 5 TPs. If there is a tie, discard any loot counters the players have with a value of 0 and then the player with the least number of loot counters remaining is the winner. If there is still a tie, the game is a draw with both players scoring 10 TPs.	
Damage Inflicted	Damage Inflicted on Enemy	Bonus TPs
	1 - 50	1
	51 – 100	2
	101 – 150	3
	151 – 200	4
	201 - 250	5
Loot Value	Loot Value Captured	Bonus TPs
	1	1
	2	2
	3	3
	4	4
	5+	5

Scenario 9 – Treaty and Treachery				
(Note that this scenario is scored largely on the amount of damage inflicted on enemy ships and therefore has some of the same disadvantages as 'kill' scenarios.)				
Victory Conditions	The first player's ship to escape scores 6 VPs. Additional VPs are scored for each enemy ship that has been destroyed or surrendered:			
	SIZE	VPs	SIZE	VPs
	Tiny	0	Small	1
	Medium	2	Large/XLarge	3
	The player with the highest total VPs is the winner and scores 15 TPs with the other player scoring 5 TPs. If both players have the same number of VPS, the result is a draw and both players score 10 TPs.			
Damage Inflicted	Damage Inflicted on Enemy		Bonus TPs	
	1 - 50		1	
	51 – 100		2	
	101 – 150		3	
	151 – 200		4	
	201 - 250		5	
VPs	VPs Gained		Bonus TPs	
	1 – 3		1	
	4 – 6		2	
	7 – 9		3	
	10 – 13		4	
	14+		5	

Scenario 10 – Plant the Flag		
Victory Conditions	<p>At the end of the game, both players check how many VPs they have scored from “capturing” the three terrain pieces along the northern edge of the table based on the position of their ships. A ship must be within 6” of one of the three terrain pieces to count as scoring. Ships score: Main Battle Ship: 2VPs, Support Ships: 1VP. Ships within 6” of the harbour score an additional 1VP each. Ships that have surrendered or are wrecked cannot score. The player that scores the most VPs for a given piece of terrain, captures that terrain. The player with the most terrain captured is the winner and scores 15 TPs with the other player scoring 5 TPs. If both players have captured the same number of terrain pieces, the result is a draw and both players score 10 TPs.</p>	
Damage Inflicted	Damage Inflicted on Enemy	Bonus TPs
	1 - 50	1
	51 – 100	2
	101 – 150	3
	151 – 200	4
	201 - 250	5
VPs	VPs Gained	Bonus TPs
	1	1
	2	2
	3	3
	4	4
	5+	5

'KILL' SCENARIOS

Scenario 1 – Maritime Patrol		
Victory Conditions	At the end of the game, both players total up all the points values (including upgrades) of their opponent's ships that have been destroyed or surrendered to get their final score. Ships that have taken more damage than half their starting SPs are worth half their points in this calculation. If the difference between the scores in favour of a player is at least 250 points, that player wins and scores 15 TPs with the loser scoring 5 TPs; otherwise the game is a draw with both players scoring 10 TPs.	
Damage Inflicted	Damage Inflicted on Enemy	Bonus TPs
	1 - 20	1
	21 - 40	2
	41 - 60	3
	61 - 80	4
	81 - 100	5
	101 - 135	6
	136 - 175	7
	176 - 200	8
	201 - 225	9
226 - 250	10	

Scenario 6 – A Storm is Brewing		
Victory Conditions	At the end of the game, both players total up all the points values (including upgrades) of their opponent's ships that have been destroyed or surrendered to get their final score. Ships that have taken more damage than half their starting SPs are worth half their points in this calculation. If the difference between the scores in favour of a player is at least 250 points, that player wins and scores 15 TPs with the loser scoring 5 TPs; otherwise the game is a draw with both players scoring 10 TPs.	
Damage Inflicted	Damage Inflicted on Enemy	Bonus TPs
	1 - 20	1
	21 - 40	2
	41 - 60	3
	61 - 80	4
	81 - 100	5
	101 - 135	6
	136 - 175	7
	176 - 200	8
	201 - 225	9
226 - 250	10	

ASYMMETRIC SCENARIOS

Scenario 5 – Hunt the Flagship		
Victory Conditions	<p>The game lasts until either the Defender's flagship has Surrendered or is destroyed OR it reaches the Eastern edge of the table and then is removed (it has escaped!).</p> <p>If the Flagship escapes, the Defender wins and scores 15 TPs with the Attacker scoring 5 TPs.</p> <p>If the Flagship Surrenders or is destroyed, the Attacker wins and scores 15 TPs with the Defender scoring 5 TPs.</p> <p>If the game ends with neither condition being met, the game is a draw with both players scoring 10 TPs.</p>	
Damage Inflicted	Damage Inflicted on Enemy	Bonus TPs
	1 - 50	1
	51 – 100	2
	101 – 150	3
	151 – 200	4
	201 - 250	5
Attacker Bonus TPs	Points of Damage Inflicted on Enemy Flagship	Bonus TPs
	1 - 15	1
	16 - 30	2
	31 - 45	3
	46 - 70	4
	70+ or Flagship destroyed or surrendered	5
Defender Bonus TPs	Turn on which Flagship reaches safety	Bonus TPs
	Flagship does not reach safety by end of game or is destroyed or surrendered	0
	8+	1
	7	2
	6	3
	5	4
	1 – 4	5

Scenario 7 – Attack Waves		
Victory Conditions	The Defender scores VPs for each ship that reaches the Eastern table edge. As soon as a ship reaches the edge it is removed from play (and will not return) and scores points as below.	
	The Attacker scores the same VPs (based on ship size) for each of the Defender's ship that has not escaped by the end of the Game.	
	The player with the most VPs is the winner and scores 15 TPs with the other player scoring 5 TPs.	
	If both players have the same VPs, the game is a draw with both players scoring 10 TPs.	
	Ship Size	VPs if Escaped
XL	6	
L or M	3	
S or T	1	
Damage Inflicted	Damage Inflicted on Enemy	Bonus TPs
	1 - 50	1
	51 – 100	2
	101 – 150	3
	151 – 200	4
	201 - 250	5
VPs	VPs Gained	Bonus TPs
	1 – 2	1
	3 – 4	2
	5 – 6	3
	7 – 8	4
	9+	5