

# Firefight Team Tournament Packet

Doors Open: 0900 Central

Round 1 Starts: 1000 Central

Location: Knox Mason Lodge (This is subject to change, but should be all set)

# Teams

Each Team will consist of 1 Captain and 2 players for a total of 3 players.

The team captain will be responsible for their team. Please ensure that lists are submitted on time, etc.

Each player will bring their own 1500 point army

Factions cannot be repeated within a team, though "soup" factions can be played with non-"soup" factions

ie - A team may bring GCPS, Plague, and Mazon labs, as they are three different factions, but could not bring 2 GCPS lists within their team

Armies do not need to be fully painted, although it is encouraged.

Players should make sure they bring their own command dice, tape measures, and any other accessories they would like to have for playing the game.

# Pairings

Each round pits one team of three players against another team of three.

- **Round 1:** Pairings are random.
- **Subsequent Rounds:** Teams are paired based on total Tournament Points (e.g., highest vs second highest, etc.).

## Table Pods

Each match takes place at a pod of three tables.

- Each table has a different terrain density: **Light**, **Medium**, and **Dense**.

## Recon Roll

Team Captains roll off using one of their team's Recon Rolls.

- The Captain may choose which player's Recon Roll to use each round.

## Pairing Process

1. **Recon Winner** chooses one of the three tables and places a list (face down) on it — this is the **Defender**.
2. The opposing team selects **two lists** from their roster — these are the **Attackers**.
  - They also choose **one of three optional Missions** for the round.
3. The Defender then selects **one of the two Attackers** to play against.
  - The match is played on the chosen table using the chosen mission.

Repeat this process until all three tables are set with players and missions.

Once a mission is selected for the round, it cannot be selected again.

# Missions

## Round 1 Missions

- Scourge
- Manpower
- Secure the Line

## Round 2 Missions

- Controlled Advance
- Gunsmoke and Holograms
- Bodyguard

## Round 3 Missions

- Control
- Extraction
- Take and Hold

## Scoring

Teams will score points based off of their Win/Loss Record as follows:

- Wins are worth 5 Tournament Points
- Losses are worth 1 Tournament Point
- Ties are Worth 3 Tournament Points

Kill points and other tie breakers won't be used when calculating team points, but will be calculated when determining individual placings/standings

Each player will earn tournament points for their team based off of this. So if a team scores 2 wins and a tie, they will earn their team 12 tournament points based off of their performance.

## Bonus Tournament Points

The following objectives will award a team 1 additional TP at the end of each round

- The team with the highest Kill Points (collectively)
- If a Team loses the round, but manages to score more total VP than their opponent, they get 1 TP

# Awards

Trophies and other awards will be provided for players based on the following:

- Top 3 Teams (Teams with the most Tournament Points at the end of the event)
- Best Individual Player (Player with the best record, most Tournament Points, etc)
- Best Sportsman (voted on at the event based off of each players' Experience)
- Best Paint (Community Voted)

In addition we will have Shoutouts/Awards for the 2025 Season:

- Best Overall Player (Most Wins, yes this means higher attendance makes you more likely to win)
- Biggest Improvement (Player that has shown the most improvement based on standings)
- Most Loyal (Player that has played the most games with a single faction)

This list may change, but this is where we are starting!

The Event:

Doors will open at 0900 on 13 December 2025. First Round Pairings will start at 10:00

3 hour rounds to accommodate the pairings process

- Round 1: 10am-1300
- Meal Break: 1300-1400
- Round 2: 1400-1700
- Round 3: 1715-2015

As always, if everyone is ready, I will start rounds early in an effort to keep things moving. **ALL TIMES ARE CENTRAL TIME**

I try to be flexible with time so that we can push towards an earlier finish.

In the event that we do NOT get enough teams to accommodate a team event, I will still hold an individual tournament.