



# GOE TOURNAMENT RULES (31 MAR 2021)



## Tournament Format

- Three rounds with swiss-style pairing
- Scenario will be Scenario 1: Dogfight
  - A win is defined as only one squadron retreating or having all their aircraft shot down by the last game turn
  - A draw is defined as both squadrons retreating or having all their aircraft shot down by the last game turn
  - A loss is defined as having your squadron retreat or all aircraft shot down by the last game turn
- A win is worth 30 points plus the number of boom chits awarded to your opponent
- A draw is worth 10 points plus the number of boom chits awarded to your opponent.
- A loss is worth points equal to the number of boom chits awarded to your opponent
- If a game ends due to allotted time expiring, the player with the most boom chits is awarded a win and the other, a loss.
- Awards will be presented to the top three scoring players, and to the winner of the sportsmanship award.

## Force Building

- Force size: SQUADRON
  - 500 points, single squadron of a single aircraft type, broken down into elements.
  - Squadron size: Minimum 4 aircraft – **Maximum 8 aircraft**
  - Minimum number of elements: 2 elements per squadron
  - Minimum element size: 2 aircraft
- **Acceptable aircraft**
  - **Any Non-Jet / Non-Korea-Era aircraft from the Master Aircraft List (21 January 2020)**
- Multi-Engine fighters will use the Heavy Fighter optional rule and have their points reduced by 10

Pilot Skill Costs		
PS 2	Rookie	+25 points
PS 3	Average	+50 points
PS 4	Veteran	+75 points
PS 5	Ace	+100 points and choose one Ace Skill
	Named Ace	+Points per Ace card. Unique, only 1 of each named ace per squadron

Players must supply the following for their squadron: <ul style="list-style-type: none"> <li>• Aircraft miniatures (<b>no proxies</b>)</li> <li>• Advantage bases, to include pilot skill discs</li> <li>• Aircraft/trait/equipment/ace/doctrine cards</li> <li>• Activation markers and Dice</li> </ul>	Tournament Organizers will supply: <ul style="list-style-type: none"> <li>• Game Mats</li> <li>• Cloud Markers (can be optionally supplied by each player)</li> <li>• Theater Cards</li> </ul>
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## Trait, Ace, Theater & Doctrine Cards

Tournament will use the Open Play Action Deck optional rule from Airstrike. Players will choose one Doctrine card (**without faction restrictions**) to be added to their hand and may pay for a single equipment card. Theater cards will be dictated by the table/TOs.

## Order of setup

- Players will be assigned a table by the TOs during each round to ensure an even rotation.
- Players will roll a die with the higher rolling player choosing to be the attacker or defender.
- Once players have determined roles of attacker/defender they then choose 2 of the 4 Theater cards in secret
- Players draw 2 cloud markers each and alternate deploying them starting with the defender.
- Players then play any Theater cards that take effect during deployment, with all cards taking effect simultaneously
- Players then follow the deployment rules for the scenario they are assigned.

## Rule and Point Updates

Rules will be per the Airstrike rulebook. If there is a difference between the Boxed Set Basic/Expanded/Scenario rules and Airstrike, then the Airstrike version of the rule will take precedence.

- Errata of 25 April 2019 / FAQ of **09 February 2021** / **Master Aircraft List of 21 January 2020**

Errata and FAQs can be downloaded in PDF format from [www.leadpursuit.net/resources](http://www.leadpursuit.net/resources)

## Table Styles

- TOs can choose from the combinations below to standardize their table and card setups
- If TOs desire, they can divide players by faction (Axis / Allies) and assign them to tables via that method for more narrative feel
- TOs should have a minimum of one of each style of table for every block of 8 players

<p><u>Table 1: Pacific theater</u></p> <ul style="list-style-type: none"><li>• Attacker<ul style="list-style-type: none"><li>○ Storm Clouds (WX)</li><li>○ Met Office (Bonus)</li><li>○ Battle Fatigue (Activation)</li><li>○ Supply shortage (Boom)</li></ul></li><li>• Defender<ul style="list-style-type: none"><li>○ Low Level Haze (WX)</li><li>○ Tropical Conditions (Bonus)</li><li>○ Superior Armament (Activation)</li><li>○ Home Advantage (Boom)</li></ul></li></ul>	<p><u>Table 2: European winter</u></p> <ul style="list-style-type: none"><li>• Attacker<ul style="list-style-type: none"><li>○ Clear Skies (WX)</li><li>○ Radar Support (Bonus)</li><li>○ Down Drafts (Activation)</li><li>○ Strong Winds (Boom)</li></ul></li><li>• Defender<ul style="list-style-type: none"><li>○ Arctic Conditions (WX)</li><li>○ Jamming (Bonus)</li><li>○ Heavy Flak Presence (Activation)</li><li>○ Strong Winds (Boom)</li></ul></li></ul>
<p><u>Table 3: Battle of Britain</u></p> <ul style="list-style-type: none"><li>• Attacker<ul style="list-style-type: none"><li>○ Clear Skies (WX)</li><li>○ Jamming (Bonus)</li><li>○ Superior Armament (Activation)</li><li>○ Supply Shortages (Boom)</li></ul></li><li>• Defender<ul style="list-style-type: none"><li>○ Storm Clouds (WX)</li><li>○ Radar Support (Bonus)</li><li>○ Battle Fatigue (Activation)</li><li>○ Home Advantage (Boom)</li></ul></li></ul>	<p><u>Table 4: Desert</u></p> <ul style="list-style-type: none"><li>• Attacker<ul style="list-style-type: none"><li>○ Clear Skies (WX)</li><li>○ Tropical Conditions (Bonus)</li><li>○ Heavy Flak Presence (Activation)</li><li>○ Strong Winds (Boom)</li></ul></li><li>• Defender<ul style="list-style-type: none"><li>○ Clear Skies (WX)</li><li>○ Met Office (Bonus)</li><li>○ Down Drafts (Activation)</li><li>○ Strong Winds (Boom)</li></ul></li></ul>