Knights in the Sky Aerodrome Tournament Rules

Version 1.2 (04-21-2010)

Tournament Organization

The tournament is organized into a series of one or more rounds of play consisting of 3-4 missions each. Most missions are a series of dogfights for control of the skies and are played for 8 turns. Aircraft are carefully matched in capabilities and some adjustments are made to insure parity. Sides are determined by random draw. 1 mat is used for 2-6 players, 2 mats for 7-12 players, and 3 mats for 13-16 players.

Even Number of Participants

Play is limited to an even number of Players. In the event of an odd number of players, preference is given to pre-registrants first whenever possible. In the final analysis the last player to the table may be bumped if there are an odd number of participants. To insure fair play the sides must be even!

No Jamming

Machine gun jam rules are not used in tournament play.

Tournament Scoring

The scoring system used is Rick Schirtzinger's with minor modifications. This has been successfully implemented and used over a number of years at many conventions such as Origins and Little Wars. Here is a link to Rick's original system and notes: http://www.gridcogames.com/ratingsystem.htm.

Points are awarded for a number of actions. Kills are the highest rated, but are not the only criteria; being shot down costs points as does failing to complete the mission.

Points Scored

Action	Points
Enemy Kill (Roll Off for Contested Kills)	+5
Losing a Contested Kill Roll Off	+1
For each 8 points of Damage Inflicted	+1
Winning Side of Mission	+1
Losing Side of Mission	-1
Being Shot Down	-2
Emergency Landing & Captured	-2
Emergency Landing & Escaping	-1

Enemy Kills & Contested Rolls: Shooting down an enemy plane results in a kill. If two or more pilots inflict enough damage to shoot down an enemy aircraft in a single Increment a Roll Off takes place. The pilots roll a Twenty Sided Die with the highest roll gaining the points for the kill and the other player(s) gaining a single point. (Ties are re-rolled between the tied players.)

Damage Inflicted: For each eight points of damage inflicted one point is gained. (Rounded up each Mission.)

Winning & Losing Missions: If the tournament includes a mission all pilots on the victorious side gain +1 Point and all pilots on the losing side are adjusted -1 Point. In the normal standard dogfight scenario if one side clearly controls the board, having shot down or driven off all of the opposing side, that team is considered the Mission Winner. These points are awarded even if the pilot has landed or been shot down. If the scenario is a draw then no points are awarded.

Being Shot Down: A player loses -2 Points for a pilot being shot down.

Emergency Landing & Capture or Escape: Pilots that are forced to make an emergency landing lose -2 Points if they are captured and lose -1 Point if they escape. Pilots that make a successful emergency landing are captured 20% of the time (1-2 on a d10).

Tokens: Poker chips are used to track the scores for each round. A Purple Chip is handed out for each Damage Point done. White Chips are worth +1 Point each and Black Chips are worth -1 Point each. Red Chips are worth +5 Points and are typically awarded for a Kill. Blue chips are worth +10 Points each.

Time Limit

There is a time limit of 3 minutes for programming panels. During Impulses without programming aircraft move Ahead remaining Level.

Determining Final Scores

Pilot Rating: The pilot rating for the final score is determined by dividing the number of missions flown by the Total Points Scored. Example: A Pilot with 3 Kills (15 Points) that inflicted 42 points of Damage (5.25 Points) and was on the winning side of two missions (+2 Points) and the losing side of one mission (-1 Point) over the course of one session (playing three missions) would have a score of 7.083 (21.25 / 3 = 7.083).

Damage Rating: This value is determined by dividing the Damage Inflicted by the number of missions flown to yield an average damage value referred to as the Damage Rating. Example: 42 points of Damage over 3 missions yields a Damage Rating of 14 (42 / 3 = 14).

Session / Round Winner: Tournaments are organized in a series of one or more rounds of 3-4 missions. The pilot with the highest Pilot Rating is the winner of the round. In the event of ties the winner is the pilot with the most Kills. In the event of a tie in kills the pilot with the highest Damage Rating is the winner.

Ace of Aces: The final overall winner of the tournament is the Ace of Aces. This winner is determined in the same fashion as the Round Winner for the event at large. In smaller tournaments with only one round this is the same as the Round Winner. Typically the Ace of Aces is awarded a cup, trophy, or medal.

Ammo Tokens

Players must be careful to remove spent ammo markers from play and NOT place them back in the Ammo Belt.