

# Tournament “There can be only one”



This Tournament is designed to determine the best tank crew at the end of each combat and the Tournament.

Remember **“There can be only one”**

The tournament is based on the combat between two Leopard 2E tanks multicrewed (tank Commander and Gunner), in an specific scenario already designed for the Tournament and where the primary objective will be the destruction of the enemy human controlled tank and as a secondary objective, the destruction of the of the enemy AI vehicles.

The maximum duration of the mission will be 60 minutes.

Here an excerpt from the mission briefing that includes the scores and rules for the tournament. This briefing is for the Blue Side. Read Side has a simmlar one.

1) STATUS:

a) Enemy:

The enemy is a human multicrewed Leopard 2E, the AI cannot see objectives neither fire.

The enemy is issued with the following ammunition DM53 (KE), Slgr 95 (HE-T). They also have multi-spectral smoke grenades and standard MG ammunition and fragmentation grenades.

b) Own Forces:

Own forces , one Leopard 2E issued with the same ammunition load as the enemy one. The AI crew of our tank would not react to enemy objectives neither will fire the guns.

c) **Units AI Blue side:**

These are the different units IA on the blue side that the enemy tried to kill to get points. The destruction of ANY of these units **by friendly fire** will have a **penalty of -50 points each one DESTROYED.**

1 M1A1 MBT

1 CV-90-C IFV

1 ASLAV-25 Recon

1 Truck HEMTT

1 M1025 HMMWV Car

d) **AI Units to DESTROY from Enemy Red Side:**

Leopard 2A4 MBT gives : +30 points

Pizarro IFV gives +20 points

VEC gives +20 points

Truck URAL gives +15 points

Mercedes 240GD give +15 points

e) Units IA Red side:

The above units compose the AI from RED side. In case they are destroyed by "friendly fire" each of those destroyed by FF would PENALIZE the enemy with -50 points

d) Blue Side AI units:

These are the AI vehicles on Blue side and the points the enemy would obtain in case he manages to destroy any.

1 M1A1 give +30 points

1 CV-90-C IFV give +20 points

1 ASLAV-25 Recon gives: +20 points

1 HEMTT Truck gives: +15 points

1 M1025 HMMWV gives +15 points

As mentioned above, the destruction of these units by friendly fire would bring a penalty of -50 to the Blue Side.

2) MISSION:

The main mission consists of destroying the enemy human maned Leopard, which would give us automatic victory and the end of mission regardless of the score, or in case the 60 minute time expires and no human Leopard has been destroyed, or to achieve the highest score possible by destroying enemy vehicles while trying not to be penalized by the destruction of own AI vehicles by friendly fire.

The mission would last a maximum of 60 minutes in the event that no human vehicle is destroyed.

The scenario consists of an area of 7 x 7 km area surrounded by the boundaries of a prohibited area. Visibility is reduced to 1500.

IA units on both sides do not provide information about the enemy and do not fire but to continue on their routes ignoring enemy presence.

3) SCORING:

For this tournament the scoring system is as follows:

Combat Victory is the destruction of the enemy human maned MBT or in case no human controlled MBT is destroyed, Victory is credited to the tank crew that obtained the highest score on that combat.

In terms of Global score after the combat, those would be points to be awarded or deducted to each crew

Destruction HUMAN enemy tank: +300 points

Destruction enemy AI MBT: +30 points

Destruction of enemy IFV: +20 points

Destruction enemy Recon vehicle AI: +20 points

Destruction of enemy AI Truck: +15 points

Destruction of enemy car: +15 points

In case of fratricide destruction of own side AI vehicles, that side would be penalized with -50 points for each of the own side vehicles killed by friendly fire

In this tournament only counts the complete destruction of the targets not considering and scoring damaged vehicles.

Only the total destruction of the target counts here.

After the mission, the winning team must save and send to the Tournament Administration the AAR file of this mission

#### 4) LOGISTICS:

In this mission there is no logistical support, so it will be impossible to make any repairs, or getting new ammo for your tank

#### Notes

Minimum 2 person crew is required although three persons could be officially accepted (Tank Commander, Gunner and driver)

Each crew of two people may "invite" to another person to take the driver slot. (Occasional drivers that are not official members of this crew will not receive credit in case that Tank/Crew wins the tournament. This driver can be an official member of another crew)

Within each crew the assignments as Tank Commander or Gunner are at the crew

discretion and they are allowed to change those assignments as they wish during the Tournament.

Each crew /tank must fight once with each and everyone of the other Tank crews.

It is intended that each crew fight at least once per week although appointments for the combats would be done directly by the different crews by posting their weekly availability for such match on the forums of Steel Beasts.

The administration would keep a score and register about the matches that have already taken place and their scores.

Players would have the duty to search the opponent crews that have not had the chance to fight with in order to arrange in the forums a combat appointment.

Every crew participating on this tournament has the duty to make themselves available for combat at least once every 2 weeks. It is preferable that combats take place weekly and there is no restriction how many combats a crew can have per week provided they can organize more than one per week.

Crews will arrange on the forum the combat time. Although any scheduled convened by the crews would be accepted, the official Tournament line would be that crews must at least be able to have combats within a reasonable time frame that would allow players from different time zones to take part. This time frame would be considered by the Tournament as from 1800 GMT to 2200 GMT. However as mentioned earlier if 2 different teams agree on a different schedule that would be accepted by the administration. The reason to post an official time frame is to prevent some players in order to avoid or combats could propose unacceptable schedules to the other teams.

In case a crew can not participate in any combat after a period of 3 weeks, that crew would be disqualified from the Tournament and all the teams that have not previously fought against that team would be credited with a Victory plus 100 points. Teams that had already played with the disqualified team would retain the score previously achieved.

The scenario used would be provided by the administration of the tournament and would be password protected so it cannot be altered. The AI vehicles starting location and routes would be as much random and erratic as possible.

To win the Tournament and be declared the best Tank crew, you must know how to fight and survive a combat with an equally armed enemy. You must develop your strategy whether to wait and ambush the enemy but risking he escapes away with a lot of points or actively hunting him and taking risks and chances.

The Tournament score system would not benefit much "campers" since in case no human tank is destroyed, the score would decide the winner.

Only the most skilled and smart crew would win this tournament. Those who know their vehicle capabilities and operation, those who are brave to take risks and know how to hunt a dangerous prey.

**The winner would be the crew with more number of victories over human enemy tanks.**

In case of an even score, the rule to determine the winner would be:

The crew with more real victories over human enemies not counting the victories given due another crew being disqualified

The highest score in point

GOOD HUNTING AND REMEMBER THAT "There can be only one"