

2ST Bolt action tournament Green Knight Brugge

Tournament Schedule

DAY

08:00-9:45 inschrijving

10:00 -12:00 Game 1

lunch break

12:30-14:30 Game 2

15:00-17.00 Game 3

17:30- prijsuitreiking



When ? : 08/08/2015

Where ? : CM, Koningin Astridlaan 2, 8200 Brugge-St. Michiels

Entry fee: leden 5€, niet-leden 8€

Tournament Rules

1. FORCES

Players must use a **1,000 requisition points** force .

The force must consist of one **Reinforced Platoon + support**.

And at least one tank of minimum 200 points

No more than 10 order dice can be used.

Additional units (see warlord PDF) may be used.

The platoons in the force must be selected using the army list section of any one of the following supplement books:

- Armies of France and the allies
- Armies of Japan
- Armies of Germany.
- Armies of United States.

- Armies of Great Britain.
- Armies of the Soviet Union.
- Armies of Italy and the Axis.

2. GAME TIME

After two hours of gameplay, the players must finish the current turn, and the game ends automatically.

3. ARMY LIST

The players must write down the army list they are going to use for the duration of the entire tournament. They must leave a copy of their list to the referee before the start of the tournament. The force list is public and the opponent can always look at it and ask you questions about your force.

Army lists must be send to papyros@skynet.be one week in advance so they can be checked.

We strive for all models to be WYSIWYG although minor details can be overlooked. In other words:

- don't use a Sherman and say it counts as a Panther for instance;
- you can use a Sherman 75 mm as a Sherman jumbo 75 mm, the only small difference is his armor;
- it is possible that a model carries an assault rifle (points have been added), although it looks like a rifle.

Visual shortcomings are possible if mentioned on the army list and given to the opponent before the game starts.

4. MATCH-UPS

The match-ups of Game 1 will be random but the organiser will (if possible) try to pair an axis player against an allied player.

In game 2 the organiser will also try to pair an axis player against an allied player as follows:

There will be a list of all allied players with the points they earned in the 1st round and a same list of the axis players and the points they earned in the 1st round

The top allied player will play the top axis player, the second best allied player will play the second best axis player and so on.

The same goes for the third round.

5. SCENARIOS

The following scenarios will be played, as described in the BA rulebook, on table with terrain that has been pre-set by the organisers.

Game 1: Top Secret

Game 2: Demolition

Game 3: Maximum attrition

Notes: Terrain will be preset and may not be moved . If there are any questions please ask the tournament organizer for clarification.

FAQ & Errata: The latest FAQ & Errata will be used and can be found here: <http://www.warlordgames.com/rules-bolt-action-additional-units-faq/>

6. TOURNAMENT POINTS (TP)

Victory is calculated as described in the Scenarios being played and Tournament points are awarded for victories, defeats and draws as shown below:

Result	Tournament Points
Victory	9 TP
Draw	6 PT
Loss	3 TP

In addition, players must also record how many requisition points of enemy units they destroy during their games. These destroyed enemies points (let's call them 'Casualty points') are always added together in a running total. Destroy means that a unit must be completely wiped out.

7. WINNING THE TOURNAMENT

The winner is determined at the end of the last round, according to the following criteria:

- The player with the most TP will be the winner.

- In case of same TP at the top, the winner will be the player with the highest Casualty points total.
- In case of same Casualty points total, we'll see if the players have played each other during the course of the tournament and the winner will be the winner of such match.
- If the players never met in the tournament, the tournament ends with a joint victory and the players share the first prize.