



BOLT ACTION

Tournament Schedule / Location

23-03-2019

Koningin Astridlaan 2
8200 Sint-Michiels (Brugge)

8.30 : DOORS OPEN

-

9.30 – 11:30 : GAME 1

-

Lunch break

-

12.15 – 14:15 : GAME 2

-

14.45 – 16:45 : GAME 3

-

17.00: PRIZES

Registration:

Mail your contact information (Name, Address and Phone) to thegreenknight.brugge@gmail.com
Attached to this mail add your army list (see below). <http://boltaction.easyarmy.com> is used to check the army lists for errors.

We will reply on the mail to confirm your registration!

Cost:

Non-members: 10€

Members of the green knight Wargaming Club : 5€

Fee will be asked at the entrance and you will be given a signed (verified) Army list.

Tournament Rules

1. FORCES

Players must use a 750 points force, consisting of one Reinforced Platoon, as presented in the Bolt Action rulebook (page 124). Armies can comprise of a maximum of 12 Order dice (i.e. 12 units). These forces must be selected using one of the following army lists:

- The army list section of the Armies of Germany supplement book.
- The army list section of the Armies of United States supplement book.
- The army list section of the Armies of Great Britain supplement book.
- The army list section of the Armies of the Soviet Union supplement book.
- The army list section of the Armies of Imperial Japan supplement book.
- The army list section of the Armies of France and the Allies supplement book.
- The army list section of the Armies of Italy and the Axis supplement book.

2. GAME TIME

After two hours of gameplay, the players must finish the current turn, and then the game ends automatically. 10 minutes before the two hours there will be a warning. This warning means that no new turns can be started.

3. ARMY LIST

The players get one signed army list as mentioned above. The list is public and the opponent can always look at it and ask you questions about your force. Feel free to bring extra list to play with.

4. MATCH-UPS

The match-ups of Game 1 will be random. In the following games players will be matched using Tournament Points (TP) and Casualty points, as explained below.

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 organizers.

Game 1: Double Envelopment (Bolt action V2 P137)

Game 2: Top Secret (Bolt action V2 P138)

Extra rule: secretly select 1 model or unit (one order die) to seize the object marker to carry it of the table. No other unit or model can seize the object marker to return it. Note down the model/unit on the army list.

Game 3: Meeting engagement (Bolt action V2 P 135)

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	3 TP
Draw	1 PT
Loss	0 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 and are used as a tiebreaker to pair players that are on the same level of Tournament points.

From the second round, players will be paired using a Swiss system (i.e. matching players on the same amount of TPs, in descending order). In case of more than two players on the same number of TPs, players will be matched in descending 'Casualty points' total.

If they have the same TP and Casualty points total, players will be paired in alphabetic order.

When two players that have already met in a previous turn are matched to play each other again, they must randomly select opponents from the players on the next table down. This rule does not apply on the top five tables during the last turn of the tournament.

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.