

DELTA 6



TOURNAMENT GUIDE

DATE: September 6, 2014

TIME: Game store opens at 10:00am
Registration at the door is from 10:00am to 10:30am
Pairing and pre-event briefing from 10:30am to 11:00
Dice drop at 11:00am sharp

The event will be held at:

Mid South Hobbies and Games
5130 Old Summer Road
Memphis, TN 38122

COST

Registration for the event is \$10.

REGISTRATION

Pre-register online at <http://www.AdeptusMemphis.org/ba/20140906>

LUNCH

Lunch is **NOT** included in the registration fee.

FORCES

Players must use a 1,250 requisition point force, consisting of up to two (2) Reinforced Platoons, as presented in the Bolt Action rulebook (page 124). These forces must be selected using any one of the official published lists in the Bolt Action rulebook, and of the 'Armies of...' supplements or from official web published PDFs on the Warlord web site.

Armored platoons are not allowed at this event

ARMY LIST

The players must write down the army list they are going to use for the duration of the entire tournament. Each player must submit a copy of their list to the tournament organizer before the start of the tournament. The force list is public and your opponent can always look at it and ask you questions about your force. Unless otherwise noted by the tournament organizer, the same list must be used for all games. As a courtesy to your opponents, it is suggested that you bring enough copies of your army list to be able to provide each opponent with a copy (in addition to the required copy that goes to the TO).

SCENARIOS

The scenarios to be played will be provided by the tournament organizer. They will either be the basic scenarios as described in the Bolt Action rulebook or custom scenarios provided by the tournament organizer. Games will be played on tables with terrain that has been pre-set by the organizers. The tournament organizers reserve the right to substitute the missions from the Bolt Action rulebook with custom scenarios.

MATCH-UPS

The match-ups of Game 1 will be randomized by the Tournament Organizer based on Axis Vs Allies and order of registration. In the following games, players will be matched using Tournament Points (TP) and Casualty Points (CP), as explained below.

From the second round, players will be paired using a Swiss system (i.e. matching players with the same amount of TPs, in descending order). In case of more than two players with the same number of TPs, players will be matched in descending CP total. If they have the same TP and CP total, players will be paired in alphabetic order.

If two players that have already met in a previous turn are matched to play each other again, a different opponent will be randomly selected from the players on the next table down. This rule does not apply on the top three (3) tables during the last turn of the tournament.

In the first round, every attempt will be made to pair Axis Vs Allied players but in rounds two and three this is not possible. A note on match ups...if you play an Allied force, you might get paired against another Allied force. In an "open" tournament, this is a normal occurrence. In the Open Tournament setting, it is not possible to always pair the Axis players against the Allied players. (In other words, don't be surprised if you are paired up against a force that historically would never have opposed one another.)

GAME TIME

The time limit for each game will be two (2) hours. When this time limit is reached, players must finish the current turn, and then the game ends automatically. Do not start a turn unless you believe you can finish it in the allotted time before the round ends.

SCHEDULE

(Schedule is subject to change)

- Store opens at 10:00am
- Registration 10:00am to 10:30am (30 minutes)
- Game 1 Pairings and Tournament Briefing 10:30am to 11:00am (30 minutes)
- Dice drop on Game 1 at 11:00am
- Game 1 from 11:00am to 1:00pm (2 hours)
- Lunch break, Standings Calculations and Game 2 Pairings from 1:00 to 1:45pm (45 minutes)
- Game 2 from 1:45pm to 3:45pm (2 hours)
- Break, Standings Calculations and Game 3 Pairings from 3:45pm to 4:15pm (30 minutes)
- Game 3 from 4:15pm to 6:15pm (2 hours)
- Tournament Results Calculations from 6:15pm to 6:45pm (30 minutes)
- Prize awards, photos and tournament wrap-up from 6:45 to 7:00pm (15 minutes)

TOURNAMENT POINTS

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

Victory = 3 TP Draw = 1 PT Loss = 0 TP

In addition, players must also record how many enemy units they destroy during their games. These destroyed enemies units ('Casualty Points') will be added together in a running total across all games and are used as a tiebreaker to pair players that are on the same level of Tournament points.

WINNING THE TOURNAMENT

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

- The player with the highest Tournament Points total is the winner.
- In case of two players tying for number of TPs, the winner will be the player with the highest Casualty Points total.
- In case of same Casualty Points total, if the tied players have played each other during the course of the tournament, then 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.

PRIZES

Although it is not always about winning in these events it is always nice to receive a reward for doing well. Depending on the number of participants and the registration fees collected, the following prizes will be awarded:

- Overall Champion
- 2nd place
- 3rd place

TERRAIN

Bolt Action uses a true Line of Sight system for its games. This relies on the terrain being of suitable type or density to provide cover. Depending on the type of terrain you have available you may wish to use 'area' terrain rules that help with this. Area terrain means that you designate a particular pre-agreed area (usually with a piece of felt or card) to mark the limits of its boundaries. Any rules affecting movement, shooting or line of sight are true for the whole of this area. As with all things try to keep it simple and remember the core principle of 50% of a unit needs to be in cover for it to count.

WHAT TO BRING

- Your 1,250 point painted army (painted is highly recommended but not mandatory)
- Bolt Action Rulebook
- Copy of your "Armies of..." book or web PDF if using forces selected from one of those
- 4 copies of your army list (1 for the TO and a copy for each of your opponents)
- Order dice
- Six sided dice
- Measuring tape
- \$10 entry fee
- Pack a lunch or bring money to buy lunch

Tournament Sponsored by:



Mid South Hobbies and Games

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