



TOURNAMENT GUIDE

DATE: August 8, 2015

TIME:

Game store opens at **10:00am**
Registration at the door is **10:00am** to **10:30am**
Pairing and pre-event briefing **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 at Mid South Hobbies or online at <http://www.AdeptusMemphis.org/ba/20150808>

LUNCH

Lunch is **not** provided but time will be allowed in the schedule for a break. There are local restaurants within walking distance of the location.

FORCES

Players must use a 1,250 requisition point force, consisting of up to (2) Reinforced Platoons, as presented in the "Armies of..." Bolt Action country supplements. These forces must be selected using the generic platoon selector. **NOTE:** Theatre selectors are **NOT allowed**. A -3 point TP penalty will be enforced for any lists selected from the theatre selectors. If your army or unit has a special rule that allows units above the generic selector limits, they will be allowed.

NOTE: Armored platoons are not allowed.

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. All players should bring a copy of their army list and provide it to their opponent prior to each game. 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.

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 or set up as part of the "Best Table" competition (check with the event organizer in advance to see if a "Best Table" is being included). The tournament organizers reserve the right to substitute the missions from the Bolt Action rulebook with custom scenarios.

MATCH-UPS / PAIRINGS

The match-ups of Game 1 will be random and every attempt will be made to pair Axis versus Allied players. For Games 2 and 3, players will be matched using Tournament Points (TP) and Casualty points (CP), as explained below. (In rounds 2 and 3, there is no guarantee you will play opposite factions.)

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 more than two players have the same number of TPs, players will be matched in descending CP total (see below). 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.

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.

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.

Bonus tournament points will be awarded for the following:

- 1 point for pre-registering for the event
- 1 point for bringing four legible copies of your list to the event
- 1 point for a fully painted force *

* See the "Fully Painted Force" section for additional rules and clarification on this topic.

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 the focus is not all about winning, it is always nice to give some rewards for those that do well. Depending on the number of participants and the registration fees collected, the following prizes will be awarded:

- Overall Champion, 2nd place, 3rd place

For this tournament, there will **not** be a "Best Table" prize unless three (3) or more entrants participate in setting up a table with terrain they provide.

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 available on the table, 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. It is highly recommended that you and your opponent survey the table prior to the game and discuss and agree on the available terrain.

Fully Painted Force Definition

In order to receive the 1 point tournament bonus for a fully painted force, all models in your army must be painted to a **table standard**, defined as a minimum of three colors and all based to match. (Vehicles do not require basing.)

WHAT TO BRING

- Your 1,000 point painted army
- Bolt Action Rulebook
- Copy of your "Armies of..." book
- 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

Scan this code with your smart phone to access the tournament page on our website:



