WG Con Bolt Action Tournament

Tournament Schedule

FIRST DAY Friday May 18, 2018

6:00-6:45pm Enrollment/In Brief

7:00-9:30pm Round 1

9:30pm-late... Evening Entertainment (Drinks at the bar)

SECOND DAY Saturday

8:00-10:30am Round 2

10:30-12:00pm Round 3

12:05pm Award Ceremony





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Tournament Rules

1. FORCES

Players will use a 1,250-requisition point force. The force may consist of a maximum of two Reinforced Platoons and no more than 18 order dice. No tank Platoons. No Special Characters

The platoons in the force must be selected using the army list section of the main rule book or one of the Armies of xxxx books, or theatre books.

2. SPECIAL RULES

Turret jam will only happen on a D6 roll of a 1 instead of 1,2, or 3.

3. GAME TIME

2hr30min Rounds with a Fog of War element added. Fog of war will be explained at the tournament in brief.

4. ARMY LIST

The players must have 4 copies of their army list, Army list are due 17 May 18. 1 bonus TP for early list submissions.

List submissions will be submitted by "send to tournament option" @ boltaction.easyarmy.com

5. 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:

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Result	Tournament Points
Major Victory/Loss	20 TP / 0 TP
Minor Victory/Loss	15 PT / 5
Draw	10 TP

From the second round, players will be paired using a Swiss system (i.e. matching players on the same number of TPs, in descending order).

6. 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.
- Sportsmanship, Painting, and theme will also factor in to over score.

For rules or any questions email Jay Casper at raidersfan26@hotmail.com