

**OPERATION NACHTEULE
BOLT ACTION ESCALATION
TOURNAMENT**

25 JUNE 2017

**THE CARDIGAN CENTRE LEEDS
TOURNAMENT
INFORMATION PACK**

ENTRY FEE £15 INCLUDES LUNCH



VENUE

The Cardigan Centre
145 Cardigan Road
Leeds
LS6 1LJ

ENTRY FEE = £15 per Player this includes
tea/coffee's and lunch

Tournament Schedule

Event date = Sunday 25 June 2017

0930hrs = Enrollment

1000hrs – 1100hrs = 500-point game

1115hrs – 1245hrs = 750-point game

1245hrs – 1330hrs = NAAFI Break and parade
your armies

1330hrs – 1530hrs = 1000-point game

1530hrs onwards = wrap up and prize giving

SECOND EDITION RULE BOOK RULES ONLY APPLY TO THIS TOURNAMENT

FORCES

1. All forces will consist of a single reinforced platoon.
2. As this is an escalation event the first game will be 500 points, second game 750 points and the final game 1000 points.
3. Your 500-point list will be the basis for the platoon and the tournament and you may add up to an additional 250pts for game 2 and 3. This means you may **ONLY** add forces to the existing list **NO SUBSTITUTIONS** are allowed.
4. The force Must be painted to at least a three paint standard. There will be a prize for the best painted army as chosen by the players, in the event of a draw a non-playing Leeds Night Owl Club member will have a final casting vote.
5. The reinforced platoon must be selected using the army list section of any one of the following supplement books:
 - Armies of Germany (edition 2)
 - Armies of United States
 - Armies of Great Britain
 - Armies of the Soviet Union
 - Armies of Imperial Japan

- Armies of France and the Allies
- Armies of Italy and the Axis

6. Additional units may be used from any other theatre book or officially endorsed Warlord Games list (i.e. The Australian Jungle Division). **HOW EVER YOU MUST** provide the rules and costings for these.

7. The following are NOT to be used for this tournament:

- SPECIAL CHARACTERS
- AIRPLANES
- CAMERA MAN

8. No other optional rules i.e. fog, frostbite from the bulge book will be used for this tournament

ARMY LIST

9. All players must email their army list(s), easy army format if possible, to andydelve@hotmail.com by Sunday 18th June.

10. Players will need to bring extra copies of their list on the day at least 2 x copies will be required. One will be handed into the event organisers which will be available for public display.

GAME TIMES

11. Each game will as a maximum time limit that is shown below:

- 500-point game = 1 hour
- 750-point game = 1 hour 30 minutes
- 1000-point game = 2 hours

12. After the designated time limit is reached players must finish the current turn and then the game ends automatically

MATCH UPS

13. Game 1 match ups will be random.

14. Games 2 & 3 will be matched using tournament points (TP) and casualty points, as explained below.

SCENARIOS

15. Scenarios (TBC) will be played, as described within the 2nd Edition Bolt Action Rule Book, on tables with terrain that has been arranged by the organisers prior to the tournament starting.

TOURNAMENT POINTS (TP)

16. Victory is calculated as described in the scenarios being played with tournament points being awarded for victories, defeats and draws as shown below:

RESULT TOURNAMENT POINTS AWARDED

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

17. In addition to the tournament points players must record how many requisition points (number of dice taken) of enemy units they destroy during their games. These destroyed enemies' points ('casualty points') are always added together in a running total and will be used as a tiebreaker to pair players that are on the same level of Tournament Points.

18. From Game 2 players will be paired using a Swiss system (i.e. matching players on the same amount of TP's in descending order).

19. In the case of more than two players having the same number of TP's, players will be matched in descending 'casualty points' total.

20. If players have equal TP's and casualty points they will then be matched in alphabetic order.

21. Where two players that have already met in a previous game 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 2 tables during the last game of the tournament.

WINNING THE TOURNAMENT

22. The winner will be determined at the end of the last round of play, according to the following criteria:

- The player with the most TP's will be the winner.
- In the case of the top players having equal TP's, the winner will be the player with the highest casualty points.
- In the case that players have the same amount of TP's and casualty points, we'll see if both players have played each other during the course of the tournament and the winner will be the player that won that match
- If the players have not meet throughout the tournament, the tournament will end in a joint victory with the players sharing the prize.

‘Wait a second! We both have US forces! Surely we cannot fight one another?!’ or ‘A note on historicity’

23. Whilst every effort will be made to ensure no Blue on Blue Games this cannot be guaranteed so please apply the following:

Open Bolt Action Tournaments have a very relaxed attitude and basically encourage the idea of simply collecting a force you like and turn up for a few games with friends, where we suspend disbelief and enjoy the game without trying to make it ‘historically plausible’.

If you need to explain to yourself why, for example, these Germans are fighting against other Germans, there are several ways of looking at it: you can either assume it is just an exercise, part of a massive set of manoeuvres, or a ‘what if’ scenario depicting a hypothetical confrontation between different factions of the same country.