

MANEUVERS CON 2020 BOLT ACTION TOURNAMENT



Tournament Schedule

Saturday December 5 - 2020

Point of Contact Jon Russell jwrintampa@hotmail.com

1000 point three TWO HOUR rounds

No special characters

Sign in	0900 to 0930
First round	1000 - 1200
Lunch	1200 - 1300
Second Round	1300 - 1500
Last Round	1600 - 1800
Results	1830...<about>



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Tournament Rules

1. FORCES

Players will use a 1,000-requisition point force. The force may consist of a maximum of **ONE** Reinforced Platoons and no more than 18 order dice. No tank Platoons, No Special Characters, No Planes.

This will be a Nijmegen Themed Event; players are encouraged but not limited to build list with an all infantry theme. Players may add vehicles, tanks and/or anything with a motor, but if it is motorized it will have the "**Fuel Shortage**" special rule add to it.

The platoons in the force must be selected using the army list section of the main rule book, one of the Armies of xxxx books, or an Approved Generic list of a minor country that does not have an Armies of xxxx book. All list must be a **generic platoon**, **No theater list.**

Approved books:

Armies of Germany, V2
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
Approved Generic list for Nations without a book:
Australian Reinforced Platoon
Chinese (Communist) Reinforced Platoon
Chinese (Nationalist) Reinforced Platoon
Chinese (Warlord) Reinforced Platoon
French Late-War Reinforced Platoon

2. GAME TIME

2hr30min Rounds. The players must finish the current turn, and then the game ends automatically.

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3. ARMY LIST

The players must have copies of their army list, Army list are due **20 NOVEMBER 2020**. 1 bonus TP for early list submissions.

List submissions will be submitted by sending to raidersfan26@hotmail.com

4. 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/Loss	20 TP / 0 TP
Draw	10 TP / 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).

5. 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 into a separate overall score.

For any questions email Jon Russel at jwrintampa@hotmail.com