

Warfare 2019



PLAYER'S PACK

This pack should contain everything you need to know in preparation for the event

Army lists and contact = RobGrant2760@icloud.com

- event overview
 - army lists
- missions, games, schedule and scoring
 - what you need
 - useful info
 - contact details

For this event we'd like to encourage players to choose a 1000pt theme when assembling their forces, choosing an army to represent a specific period or battle (a reinforced platoon from Johnny Frost's Battalion at Arnhem - or maybe a Stug platoon from the 21st Panzer Division in North Africa, 1941). But if all you want is a force that looks right for the time and place for your chosen nation, that's fantastic too. If historical research isn't your strong suit, then simply choose a theatre selector from one of the books and use that as a guideline. Remember, **this** is aimed at improving everyone's enjoyment: it's not meant to be a chore!

This is an open event, so forces will likely be mismatched historically during most games, but this shouldn't detract from the pleasure of facing interesting thematic armies fielded by your opponents.

- While we expect this event to be competitive, please turn up with a good attitude and everyone will have a better time. The Bolt Action community is a friendly and open one: let's carry that into how we conduct ourselves during games.
- All forces are expected to be fully painted and based: models don't need to be produced by Warlord Games, but should clearly depict whatever unit choices they represent (no unrealistic proxies).
- Prizes will be awarded for painting/theming and sportsmanship to reward outstanding effort in these areas.

Warfare 2019

EVENT OVERVIEW

Army lists

- 14 order dice cap.
.1000 pt
- Forces may be built from **2 reinforced infantry platoon, no armoured platoons** remember that some larger artillery pieces require tows to move (and therefore, to enter the board in some missions).
- **Generic reinforced platoons or theatre selectors** are allowed, but may not be mixed within the same force.
- Pick a nation from any of the forces currently represented in Warlord Games publications: the '*Armies of...*', Theatre and Campaign books and any official PDF lists.
- Special Characters, Crew Experience, War Reporters and Warplanes will not be used in the event.



Missions/games

All missions in the event will be taken from the main Bolt Action 2ed rulebook and will be announced on the day. A new mission will be played across all tables in each round. Bear in mind that some missions are won by killing units, while others require players to attack or defend certain objectives: make sure your force can cope with these varied demands (for instance, high numbers of low-cost units will be good for spreading out to claim objectives, but will potentially be a liability in missions where an opponent gets points for unit kills).

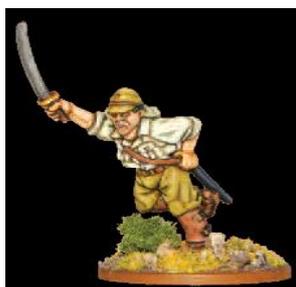
- All games will last 2 hours.
- A five-minute warning will be given before the end of each round: no further turns may be started after this point and games end if all dice are drawn from the bag.
- Once final time is called for the end of the round, all games must end and no further turns are to be

Warfare 2019

played: resolve the current order dice and end the game, judging victory conditions as the game currently stands.

- Each table will feature a secondary objective. These will be fixed markers, and placed by the tournament organisers prior to each round

beginning. This objective awards an extra tournament point for a player who controls it at the end of the game (not to be confused with victory points to win a particular mission). A secondary objective is won if you have an infantry or artillery unit in base contact with it at the end of the game and your opponent does not. Secondary objectives help to divide the pack when it comes to looking at the tournament standings at the end - and also give players an extra focus during missions (even if you're losing the main mission, you could still go for the secondary).



Schedule

Saturday

Arrival and Registration: from 08:15

Player Briefing: 08:45

Game 1: 09:00 – 11:00

Break: 30 Minutes

Game 2: 11:30 – 13:30

Lunch: 1 hour

Game 3: 14:30 – 16:30

Sunday

Game 4: 09:30 – 11:30

Warfare 2019

Break: 30 mins

Game 5: 12:00 – 14:00

Prize Ceremony: 14:15



Scoring

- **3 points for a win**
- **1 point for a Draw**
- **0 points for a Loss**
- **1 point for a secondary objective held at the end of the game**

Prizes will be awarded in the following categories:

- **1st/2nd/3rd Place over £400 in prizes from Warlord vouchers to Deep cut mats.**
 - **Best Painted**
 - **Wooden Spoon**
- **First fubar in each game.**

Warfare 2019

Contact details:

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What you'll need

- Fully painted army with models clearly depicting what they represent. On opponent's request all unit types should be explained before the start of the game (e.g. *These Germans are Volksgrenadiers and have the following rules...*), as should army national rules.
- A clear, printed copy of your army list that can be shown to your opponent upon request.
 - Main rulebook and copy of any supplements or PDFs used to build your force.
- Order dice, dice bag or similar, pin markers, tape measure, smoke markers (if necessary), templates, pen + paper for recording out flankers, etc.
 - Suggested: a tray to carry your army around, markers to show destroyed/damaged vehicles, spare order dice in case your opponent has the same colour, etc.