

# Attack! 2018 Open Bolt Action Competition

This is the first Bolt Action competition to be held at Attack!. The 2nd Edition rule book will be used throughout the weekend.

No cap on order dice

Figures must be painted with at least three colours on every model

To enter the competition you must complete and return the entry form and payment to the Attack! competition organiser. Entry is £20.00 per player and can only be booked through Eventbrite.

Details will be found on the DDWG web site:

[www.ddwg.org.uk](http://www.ddwg.org.uk)

## Competition Schedule

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### Saturday

08:45-9:15 Registration

9:15-11:15 Game 1

11:30-13:30 Game 2

Lunch Break

14:30-16.30 Game 3

Show closes 17.00

### Sunday

Doors open 09.00

9:45-11:45 Game 4

Lunch Break

13:15-15:15 Game 5

15:45 prize ceremony

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## **Competition Rules**

### **1. FORCES**

Players must use a **1,000 requisition points** force.

**The force must consist of at least one and a maximum of two Reinforced Platoons.**

The platoons in the force must be selected using the army list section of any one of the following supplement books:

- Armies of Germany.
- 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.

Each platoon must be formed either according to the generic reinforced platoon selector (see page 153 of the 2<sup>nd</sup> Edition BA rulebook) or one of the theatre selectors from the chosen supplement book.

Players are allowed to mix platoons from different theatre selectors (from the same book) into a single force. For example, you could have one generic British reinforced platoon alongside one taken from a Market Garden selector.

### **2. GAME TIME**

After two hours of gameplay, the players must finish the current turn, and then the game ends automatically.

### **3. ARMY LIST**

The players must write down the army list they are going to use for the duration of the entire tournament.

Army lists must be sent to the competitions organisers by 22 June. Email list to: [contact\\_ddwg@hotmail.com](mailto:contact_ddwg@hotmail.com)

The force list is public and opponents can always look at it and ask you questions about your force.

### **4. MATCH-UPS**

The match-ups of Game 1 will be random. In the following games players will be matched using Tournament Points (TP) and Casualty points, as explained below.

## 5. SCENARIOS

The following scenarios will be played, as described in the 2<sup>nd</sup> Edition BA rulebook, on table with terrain that has been pre-set by the competition organisers.

### Saturday

Game 1: Demolition. Game 2: Top Secret Game 3: Envelopment.

### Sunday

Game 4: Point Defence. Game 5: Hold Until Relieved.

## 6. 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	3 TP
Draw	1 PT
Loss	0 TP

In addition, players must also record how many requisition points of enemy units they destroy during their games. These points (let's call them 'Casualty points') are always added together in a running total and are used as a tiebreaker to pair players that are on the same level of Tournament points.

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 of more than two players on the same number of TPs, players will be matched in descending 'Casualty points' total.

If they have the same TP and Casualty points total, players will be paired in alphabetic order.

When two players that have already met in a previous turn 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 five tables during the last turn of the tournament.

## 7. 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.
- In case of same Casualty points total, we'll see if the players have played each other during the course of the tournament and 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.