



INTRODUCTION

Friend or foe is SSWG's annual Bolt Action tournament for members of the club and club friends. It is a singles not team event and will be played over a single day comprising of three games. A maximum of 18 players will be able to attend and should we become oversubscribed preference will be given to members, those on the membership waiting list and then guests.

The three highest scoring qualified players will then be invited to form our team for Three Good Men on January 25-26th and the winner will be proclaimed SSWG's Bolt Action champion for 2019 (whether they are a member or not).

Despite the competition for team places and our championship; the event is still very much focused on fun and is open to all levels of player, new or experienced.

TEAM AND SELECTION RULES

1000 point single platoons to be used, no tank platoons allowed and only one platoon

For this event we do not require armies to be thematic but we do politely request that more experienced players avoid spamming under costed units

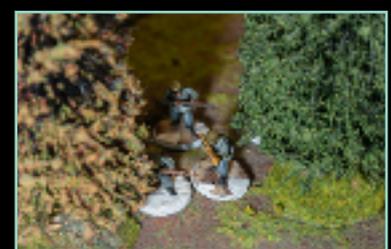
Lists to be sent in prior to event for checking (by October 26th) and requests may be made for lists to be toned down where necessary

Armies do not need to be painted for this event

The army must be picked from an army book and not a campaign book or PDF
Only one MLRS (eg a Katyusha) is allowed per army and a maximum of two flame throwers.

CURRENT TEAM RESERVATIONS

1. Alpha Pathfinders- Craig Thompson Allies
2. Southend on Sea Wargaming Group- Sean Wright Side TBC
3. Team Deutschland- Manuel Peligro Axis
4. East Coast Wargamers – Daron Fowle Axis
5. Surrey Spartans- Jonny Curran Allies
6. Colchester Crusaders- Aston Hunter Allies
7. Pegasus- Josh Carpenter Allies
8. Belgium- Tom Verbrugghe Allies
9. Birmingham Spitfires- Mark Vance Axis
10. Team Warlord- Paul Walker (representative) Axis
11. The good, the bad and the ugly- Si Chandler Axis
12. TBC Side TBC



Location and contact

SSWG club house
Sswg.co.uk
3a Bentalls Close
Southend on Sea
Essex SS2 5PT

Contact Russ: 07703 773 781

WHAT TO BRING

2x copies of your army list

Dice, order dice, tape measures, templates, dice bag and some spare order dice if possible of a different colour.

Rules book and the army book being used where owned, otherwise the club will provide for newer players.

THE ROUNDS

Players will play three rounds with the first match ups randomly allocated. We will then use Swiss rounds, matching armies based on their record to date. Each round will last 2 hours and fifteen minutes.

THE TABLES AND MISSIONS

There will be 9 tables, all set up pre event but not mission specific.

There will be three missions played and these will be chosen from the rule book missions

There will always be a secondary objective on the table (see below).

EVENT DETAILS

Schedule Sunday 3rd November 2019

8.30 am - Doors open for registration

9.15 am - Pre game instructions

9.30 am - First round

11.45 am - Lunch

12.30 pm - Second round

3.00 pm - Third round

5.30 pm - Awards ceremony





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Parking will also be available at St Anns Building Supplies but please park at back of the car park, furthest away from the doors, and contact me to arrange this on number above.

Trains-We are very close to Prittlewell train station and not far from Southend Central- if a team wants to come by train we will arrange collection at the train station and return.



Awards

Best general award open to all entrants
 The top three qualified players to be invited to join the SSWG Three Good men team

Entry cost

£5 entry for non-members, free to members

SCORING

There are three ways to score points in the tourney:

- Match play results
- Secondary objectives
- Sportsmanship award

A total of 20 points is available per player.

Match point scoring (25 points maximum available)

Five points for the win

Two points for the draw

One point for a loss

Zero points for a concession

Note on concessions

Unless it's agreed by both players and the TO, who may choose to assign further order dice casualties then conceding means you will score zero rather than one point. All your units are considered to have surrendered and so your opponent would score all the order dice as killed.

Tie breakers will be settled if needed with enemy order dice destroyed only and not on losses, we want to encourage aggressive play.

Secondary objective (three points available in total)

Score one point for holding a secondary at the end of a game, uncontested by an enemy infantry or artillery unit. This has to be done in the same way as for normal objectives (see below)

A note on Objectives

All objectives are 40mm in diameter, including secondary and are pre –placed and should not be moved on the battle map. They will be marked with national flags.

Secondary objectives will also be placed on the board and will be the same as normal objectives.

Sportsmanship

All players will automatically score 2 points for sportsmanship unless a complaint is made to the TO or unsociable behaviour is observed by the TO. This can include rudeness, slow playing, hectoring the opponent, arguing aggressively rules decisions by the TO or other such actions detrimental to fun and fair play.

A note on Objectives

All objectives are 40mm in diameter, including secondary and are pre –placed and should not be moved on the battle map. They will be marked with national flags.

Secondary objectives will also be placed on the board and will be claimed in the same way as normal objectives.

Claiming objectives

To claim an objective you must have an infantry or artillery unit in contact with it at a turn's end; with no other enemy infantry or artillery units within three inches.

Note that vehicles can never claim or contest objectives.

Infantry inside a transport can not capture the objective, they must leave the vehicle

Note that infantry does not include spotters or medics or chaplains but does include forward observers, MMG units etc.

Major rule mechanics changes/ clarification

- There is no Tiger fear for PZ IVs
- Spotters can not secure objectives and are removed from the board if the artillery piece they are spotting for is removed (clarification). Medics also can not secure objectives (forward observers can).
- Line of site is drawn from the breech of the firing weapon and distance is measured from the breech (clarification).
- Snipers can not kill team weapon squads unless they are down to two men/ started with two men. (This is to make MMG teams more practical).

