



TOURNAMENT SCENARIO NOTES

Warlord Games Bolt Action Tournament Mission Pack

I would like to thank all who were asked and gave feedback especially Craig Brown, Jon Russell, Dave Barfield, Pat, Brad, Graham Thomson, WWPD, SNAFU and WTC and amongst many others.





The notes here are in addition to the Scenario Special Rules (page 131) [page numbers refer to the Bolt Action 2 Rule Book]

GAME DURATION (ALL SCENARIOS)

Keep a count of how many turns have elapsed as the game is played. At the end of turn 6, roll a die. On a result of 1, 2 or 3 the game ends, on a roll of 4, 5 or 6 play one further turn.

All games are to be completed within 2 hours and 30 minutes. There is a cut off at 2 hours and twenty minutes, from this point no new turns may be started



TOURNAMENT POINTS



Match play results



3 points for a win



1 for a draw



0 for a loss



Team v Team bonus

Each round if a team beats its opponent (for example two wins vs one) a bonus 1 point will be awarded. This means team head to heads are meaningful.

Therefore, the maximum score possible per round is 10 points and the most possible per group is 30 points.



Secondary objective

Score a secondary win by holding a secondary at the end of a game, uncontested by an enemy unit. This is done in the same way as for normal objectives (see below).

Secondaries will be used to determine team rankings in the case of a tie based on points



DEPLOYMENT



DICE IN BAG DEPLOYMENT

Both players put an Order die in the bag for every unit that is not in reserve or being forward deployed. Then draw a die and the player whose die has been drawn must deploy one of his units in their set up zone.

Continue to do this until all units that are not in reserve or forward deploying have been deployed.

Forward deployment (p131) if allowed, is carried out immediately prior to turn 1, after deployment, before First Wave.

MISSING DICE

IF DURING A TURN A PLAYER REALISES THAT ONE OF THEIR ORDER DICE HAS NOT BEEN PUT INTO THE BAG, THEY MUST INFORM THEIR OPPONENT IMMEDIATELY. THE OPPONENT MAY THEN DECIDE TO:



Allow the dice to now go into the bag



Allow the missing dice to be used now



Ask for the round to be restarted- If this option is chosen the TO must be called



If the dice involved is the last dice to be played, it must be used to issue a down order



RESERVES



Unless otherwise specified, reserves can be up to half of the units in the army, rounding down.



PREPARATORY BOMBARDMENT

Roll a die: on a 2+, a preparatory bombardment strikes the units within the enemy set-up zones (see page 131) for **both players**. On a result of 1, the barrage fails to materialise.

Note that only one dice is rolled and it is used as the result for both players, so it is not possible for one player only to be hit by a barrage

OBJECTIVES

Objectives should all be round and the same size and between 25 - 40mm in size. Distances are measured from the centre of the objective.

Objectives are always placed or assumed to be placed at ground level. Objectives do not block/obscure line of sight, nor do they affect movement.

In scenarios with objectives, to hold an objective there must be a model from one of your infantry or artillery units (or a transport including one such unit) within 3" of the centre of the objective at the end of the game, and there must be no enemy unit of any type within 3" of the centre of the objective.

The same rules are in place for secondary objectives.



SCENARIOS



The following pages contain information on the 6 scenarios.



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SCENARIO

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SECTORS

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SCENARIO 1 NO MAN'S LAND KILL POINT MISSION

PLAYER B SET-UP ZONE

12"

TABLE MIDDLE LINE

12"

PLAYER A SET-UP ZONE

OBJECTIVE/VICTORY

Both sides must attempt to destroy the other whilst preserving their own forces.

At the end of the game calculate which side has won by adding up victory points as follows.

Players score 1 victory point for every enemy unit destroyed.

If one side scores at least 2 more victory points than the other, then that side has won a clear victory. Otherwise, the result is a draw.

SET-UP

FORWARD DEPLOYMENT - Allowed (see page 131)

OUTFLANKING - Allowed (see page 132)

PREPARATORY BOMBARDMENT - Allowed

Both players.

DEPLOYMENT - Dice in bag deployment (see 3 above)

HIDDEN SETUP - Allowed

Both players roll a die. The highest scorer picks a long table side and declares which of his units (if any) are being left in reserve (see page 132).

The other player gets the opposite table edge and then does the same. Once the players have declared which units are left in reserve, they deploy their other units.

Continue to do this until all units that are not in reserve or are forward deploying have been deployed.

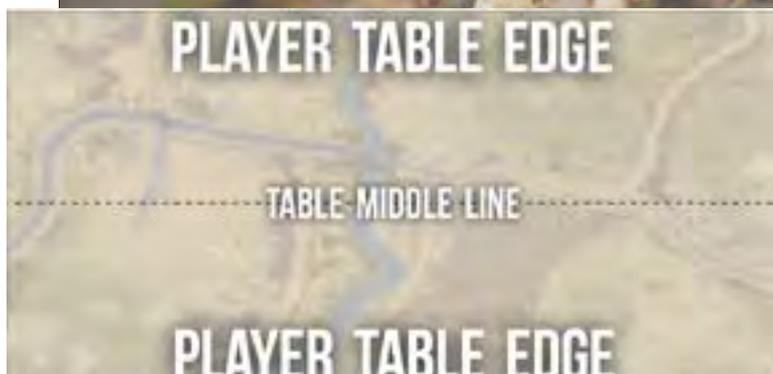
FIRST TURN

During turn 1 visibility is limited to 24".

SCENARIO 2

KEY POSITIONS

OBJECTIVE MISSION



OBJECTIVE/VICTORY

At the end of the game if you hold more objectives than your opponent you win, otherwise the game is a draw. (See note 6 above OBJECTIVES)

SET-UP

FORWARD DEPLOYMENT- Allowed (see page 131)

OUTFLANKING - Allowed (see page 132)

PREPARATORY BOMBARDMENT- Not Allowed

Both players.

DEPLOYMENT - No units except forward deployment units are set up on the table at the start of the game. Any units not left in reserve form the player's first wave.

HIDDEN SETUP- Not Allowed

Both players roll a die. The highest scorer rolls a D3+2 – this is the number of objectives used in this game.

Then both players roll a die again. The highest scorer places one objective anywhere on the table.

Then the opponent places an objective, and the players continue to place objectives until all objectives are placed more than 12" from each other. (The important thing is that both players clearly identify the objectives before the battle begins.)

Once the objectives have been placed, both players roll a die. The highest scorer picks a long table side and declares which of his units (if any) are being left in reserve (see page 132).

The other player gets the opposite table edge and then does the same.

Forward deployment now takes place

Once all deployment is finished roll for preparatory bombardment.

FIRST TURN

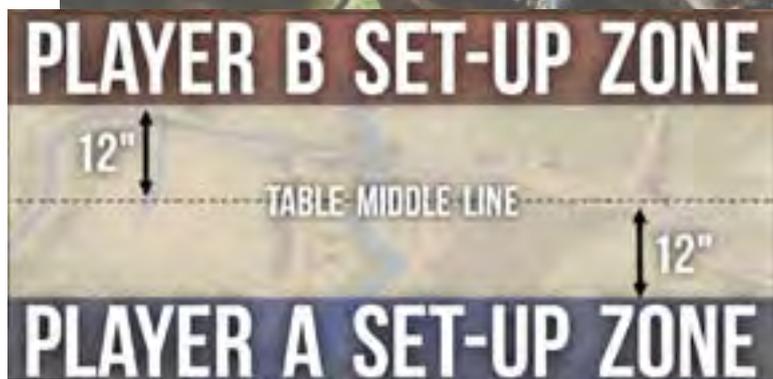
Both players must bring their first wave onto the table.

These units can enter the table from any point on their side's table edge and must be given either a Run or Advance order. (Note that no order test is required to move units onto the table as part of the first wave, this includes units usually needing a test such as mules or one man turret tanks).

SCENARIO 3

TIMELY OBJECTIVES

OBJECTIVE MISSION



OBJECTIVE/VICTORY

Your orders are simple – get to those positions and hold them as long as possible.

At the end of each game round players will score 1 victory point for each objective that they control. Keep track of the running total of victory points earned in each round.

Special rule on objectives- Only infantry sections and teams of three men or over (for example a mortar team of three men) may hold an objective. If a team or infantry section is reduced to below three men it no longer holds the objective. Also, vehicles can not contest objectives on this mission.

Distance from the objectives can only be measured at the end of each game round and are measured from the centre of the objective marker

SET-UP

FORWARD DEPLOYMENT- Allowed (see page 131)

OUTFLANKING - Allowed (see page 132)

PREPARATORY BOMBARDMENT- Allowed

DEPLOYMENT - Dice in bag deployment (see 3 above)

HIDDEN SETUP- Allowed (see page 131)

Place 3 objectives along the table centre line.

Both players roll a die. Starting with the player that rolls highest both players alternately deploy an objective on the centreline (see map). Objectives must be at least 12 inches away from other objectives.

Both players roll a die again. The highest scorer picks a long table side and then he declares which of his units (if any) are being left in reserve (see page 132).

The other player gets the opposite table edge and then does the same. Once the players have declared which units are left in reserve, they deploy their other units using 'Dice in the Bag' deployment. (See Tournament Scenario Note 3 above)

They must deploy their units in their deployment zone (see map). Units must be deployed and at least 12" away from the table centre line. Continue to do this until all units that are not in reserve have been set-up.



OBJECTIVE/VICTORY

The side which has most control of the five objectives at the end of the game is the winner. If no side controls any objectives or if all sides control an equal number of objectives the game is a draw.

SET-UP

- FORWARD DEPLOYMENT**- Allowed (see page 131)
- OUTFLANKING** - Allowed (see page 132)
- PREPARATORY BOMBARDMENT**- Not Allowed
- HIDDEN SETUP**- Not Allowed

One objective is placed in the centre of the of the table
 Using this as the centre point of the board, divide the table into quarters, as per the map below. Both players roll a die, the player who rolls the highest places the first of four remaining objectives. Then the players take turns to place the remaining objectives. There must be one of these four objectives in each quarter of the table. Objectives must be more than 6 inches from any table edge and 12 inches of any of the other objectives.

Once all the objectives have been placed both players then roll a die, the player who rolled the higher decides whether to be attacker or defender
 The defender picks the side of the table and deploys up to half his forces (rounding up) within 6 inches of the table edge. The attacker takes the opposite table edge then deploys half of his forces (rounding up) within 6 inches of the opposite table edge. All of the units that are left are placed in reserve (see p132)

SCENARIO 5

TURKEY SHOOT

KILL POINT AND OBJECTIVE



OBJECTIVE/VICTORY

The game has three objectives. The side with the most points at the end of the game is the winner.

- The objective in your own table quarter is worth zero points.
- The objective in the centre of the board is worth three points.
- The objective in the opponent's table quarter is worth five objective points.

Every enemy unit you kill is worth one point

If one side scores at least 1 more victory point than the other then that side has won a victory. Otherwise the result is a draw.

SET-UP

FORWARD DEPLOYMENT- Allowed (see page 131)

OUTFLANKING - Not Allowed

PREPARATORY BOMBARDMENT- Not Allowed

HIDDEN SETUP- Allowed (see page 132)

One objective is placed in the centre of the of the table
 Using this as the centre point of the board, divide the table into quarters, as per the map.* Both players then roll a dice the player who rolled the higher decides whether to be attacker or defender

The defender picks a table quarter to be his deployment zone and places an objective in this quarter more than 6 inches from any table edge and 12 inches of any of the other objectives. * The attacker does the same in the diagonally opposite table quarter which becomes their deployment zone.

The defender then deploys one infantry unit and one infantry or artillery unit in his table quarter. These units cannot be deployed within 12 inches of the centre point of the board * Then he nominates half of the remaining units (rounding down) to form his first wave. * Any units not included in the first wave are left in reserve (see page 132) * The attacker then does the same.

FIRST TURN

Both players must bring their first wave onto the table.
 These units can enter the table from any point on their side's table edge, and must be given either a Run or Advance order (**Note that no order test is required to move units onto the table as part of the first wave, this includes units usually needing a test such as mules or one man turret tanks**).

SCENARIO 6 SECTORS MOVEMENT MISSION



OBJECTIVE/VICTORY

Both sides must attempt to seize as many table quarters as possible and inflict damage on the enemy.

At the end of the game calculate which side has won by adding up victory points as follows.

You score 1 victory point for every enemy unit destroyed.

You score 1 victory point for each of your own units that is completely inside one of the two 'neutral' table quarters

You score 3 victory points for each of your own units that is inside the enemy quarter of the table.

If a unit straddles across two or more quarters, it counts as in the quarters where the majority of its models are (or most of the model in case of one-model units).

If one side scores at least 2 more victory points than the other then that side has won a clear victory. Otherwise the result is a draw!

SET-UP

FORWARD DEPLOYMENT - Allowed (see page 131)

but not within 12" of the centre

OUTFLANKING - Not Allowed

PREPARATORY BOMBARDMENT - Allowed

Both players.

DEPLOYMENT - Dice in bag deployment (See Tournament Scenario Note 3 above) (Note: Players must deploy their units in their deployment zone and at least 12" from the centre of the table)

HIDDEN SETUP - Allowed (see page 131).

Divide the table into quarters, as per the map.

Both players roll a die. The highest scorer picks a long table side and one of the quarters on his side of the table. Then he declares which of his units (if any) are being left in reserve (see page 132).

The other player gets the opposite quarter of the table and then does the same.

Once the players have declared which units are left in reserve, they deploy their other units. (Note: Players must deploy their units in their deployment zone and at least 12" from the centre of the table)

Continue to do this until all units that are not in reserve or are forward deploying have been deployed.

Forward deployment now takes place (Note: Players must deploy their forward deploying units in their half and at least 12" from the centre of the table)

Once all deployment is finished roll for preparatory bombardment

FIRST TURN

The battle begins