

THE SEAGUL HAS LANDED



EAST COAST WARGAMES CLUB
LOWESTOFT SUFFOLK

Hosted by east coast wargamers club Lowestoft

Entry into the event is £12 payable by PAYPAL to EASTCOASTWARGAMESCLUB@GMAIL.COM.

When you pay could you please state what army you will be using and also if possible could you email me first before paying to make sure there is room for your chosen army axis or allied if not contact me via

07530315603 or eastcoatwargamesclub@gail.com or facebook wayne waz mcloud

There is a maximum of 12 players for this and if I can get 12 players to pay and confirm I will close the tournament and only take more if I can 2 at a time to sign up.

During the day there will be 3 games played. For this tournament you will need to make 2 separate army lists, namely, 1000pts and 750pts. Both lists must be submitted by 1st June 2014, and a 1 point penalty will be imposed for each week or part thereof if late. Both lists MUST be submitted at the same time.

All lists will be from the released Bolt Action army books and must be chosen from the theatre selection at the back of the books.

For this tournament all games will be Axis v Allied forces and the results from each round will determine where you are placed on a leader-board for your own faction, i.e. there will be places 1 - 6 for Axis players and the same for Allied players.

There will be trophies / medals for 1st, 2nd and 3rd places (for both Axis and Allied) as well as a best army prize for each section, and will be based on your 1000pt force. There may be other prizes on the day depending on sponsorship etc.

GAMES

All games are singles based, and will be played on a 6ft x 4ft table, and once the scenery has been placed it should be left as is for at least the game being played. Scenery may be moved for subsequent rounds, but only by the tournament organisers.

The first round games will be a random draw and where possible people from the same club will be kept apart.

The second round games will be played against corresponding players as they are ranked between the Axis and Allied table, i.e. the Axis player ranked 1 will play the Allied player ranked 1, and so on down to players 6 v 6. This is to try and evenly match players of equal score and ability against each other and hopefully to produce a more interesting and intriguing event. This may also see greater movement within the tables during each round, giving everyone a better chance to climb the table and finish as high as possible.

All rounds will be set at a maximum number of game turns or the time limit as advised, whichever comes first, unless of course an army is wiped out before one of these limits is reached, or a player concedes.

There will be announcements when there are both 30 and 10 minutes left to play. In the interest of fair play when the 10 minute warning is given the player who is currently activating a unit finishes doing so, and if their opponent has any dice left in the 'bag' then they can immediately remove one and activate a unit. This will then signal the end of the game. If they do not have any dice left in the bag then the player who does have dice left (if any) is allowed to activate one further unit (if they wish), perform any actions with it, and then the game ends.

At the start of each game both sides roll a dice with the highest choosing a table side, and they will also be the first to set up a unit on the board followed by the other side and then alternatively until all units that are to start on the board at the beginning of the game have been deployed.

Don't forget that on the day you need to bring your army, army lists, tape measure, dice, dice bag, pen or pencil, lunch or money for food.

SCORING POINTS IN GAMES

Points are scored by destroying / removing enemy units from the game, plus by completing objectives in the game when they apply.

For example, you would score victory points (vp's) if you removed all of a 5 man infantry squad, but would not get any points for the unit if one man was 'alive' at the end of the game, and add vps onto this total if you meet any relevant game objective.

Different points' values have been allocated to different types and sizes of units and they are as follows;(A recommendation for this is to write down what you are scoring as you destroy it on the score card provided)

Tanks / vehicles of armour value 8+ 4pts
Halftracks / vehicles of armour value 7 3pts
Other vehicles armour value up to 6 2pt
Field artillery / Anti-Tank Guns 2pts
Mortars (all sizes) 1pt
HQ unit 2pts
5 man infantry squad 2pts
6-10 man infantry squad 3pts
Small units (2 men or less) 1pt

Friendly units destroyed by say a FUBAR friendly fire roll will give points to your opponent just as if they had destroyed them during the game.

TOURNAMENT POINTS

At the end of each game you should add up the victory points gained within the battle (including any from game objectives that are met) and compare these with your opponents 'score'.

If the difference between the 2 players is 4pts or less then the game is too close to call and is classed as a draw.

If the difference is between 5 – 9pts then the person with the higher score has a 'minor victory'.

If the difference is 10pts then the person with the higher score has a 'major victory'.

Tournament points are then awarded as follows;

Draw = 2pts per player

Minor victory = 4pts to the winner & 0pt to the loser

Major Victory = 6pts to the winner & 0pt to the loser.

If a player concedes then the game is automatically classed as a major victory for their opponent.

All vp's must also be recorded on the result card at the end of each round as these will determine places each round if two or more scores are tied. They will also be used if two or more players finish the tournament on the same number of tournament points.

SCENARIOS

Scenarios will be disclosed on the day they may be rolled for on the day or could be something new will this keep you guys interested. Bare in mind the first game could be played with your 750 point list or it could be your last game so pick those list carefully. Scenerios will be unique to the tournament. You will gain Vps for objectives to add to the total for points killed. These will be announced before each round.

ARMY LIST COMPOSITION

Army list must be picked from the theatre selection of your army book.

ARRIVAL FOR 8.30AM FOR FIRST GAME ATSRTING AT 9.00 AM

GAME TIMES & BREAKS

1st round – 9.00am to 11.30am

Lunch – 11.30am to 12.15pm (inc. best army voting)

2nd round – 12.15pm to 2.30pm

3rd round – 2.45pm to 5.00pm (The awards ceremony will begin at approx 5.15pm)

BEST PAINTED

Know the fun part best painted armies will be judged by the overall of the army this will include the background the detailing from insignias to cigars.

You will score extra if you can include into your army and or the background a person who fought for your army in WW2 and was recognised for this. E.g sugiyama general hajima (1880-1945) Japanese army chief of staff. I would use him as my army general hq choice then write my background around him.

ON THE DAY

Please ensure you are at the venue to register between 8.30am & 9.00am as games will start at 9.00am sharp. Your opponent will gain +1 vp for each 15 minutes you are late, and if you are 1 hour late, your opponent will be awarded a major victory for this first game. No exceptions will be made to this rule as everyone is paying entry into the event and we cannot hold up the schedule.

All models must be appropriately painted to suit the nation they depict, and infantry must have fully painted bases as a minimum, even if it is only painted green. Undercoated only models will not be allowed, and no 'counts-as' models will be allowed either, so if you have a halftrack in your list it must be a halftrack model and not a jeep playing as a halftrack for example. This goes for all other models including infantry, i.e. you cannot use a unit of Russians as a unit of Americans.