



SEASON 1 TOURNAMENTS

- Season 1 starts 01/01/15 and ends 06/30/15. Season results will be tabulated at that time and feedback-based revisions will be made before the start of Season 2. Exact start times of subsequent seasons will be determined later.
- Tournaments must consist of at least eight participants to count towards the ranking system.
- Tournament organizers should make every attempt to mix terrain density levels between their tournament tables. A “standard” level of terrain should be avoided if at all possible.
- Tournaments offer three awards for game success (Best Allied, Best Axis, and Best Minor Generals) determined by tournament points; one award for Best Painted which is voted on by participants; and Hanoswag (player who best exhibits that list-making is not about selecting powerful units, but rather about facilitating a good time and depicting historical accuracy) which is judged by the tournament organizer.
- Rankings for all five aforementioned categories are maintained at the Bolt Action dot net site. Ranking points are awarded to a participant based entirely on tournament points for the Best Allied, Axis, and Minor General categories. Best Painted rankings come from overall number of votes received; so if a player received three votes, that player earns three Best Painted ranking points. Hanoswag rankings points are earned based on the number of tournament participants; so if a player wins Hanoswag in a ten-player event, that player earns ten Hanoswag rankings points. The organizer will rank each list in descending order, so the “worst” Hanoswag list will receive one point. See the italicized below for more information. The Best General groupings are divided as follows (from appropriate “Armies of” supplements):
 - o Allied: United States, The Commonwealth, Soviet Union
 - o Axis: Germany, Japan
 - o Minor: Belgium, Bulgaria, Greece, Finland, France, Hungary, Italy, Netherlands, Norway, Poland, Romania
- A player’s top three tournament results during the current season will be used to determine overall ranking score.
- Tournaments must consist of three, four, or five rounds and must conclude within two days. Complying with the two-day structure is mandatory.



Example Tournament Results:

<i>Best General Category</i>			<i>Best Painted</i>	<i>Hanoswag</i>
Abe	(American)	20 points	0	1
Bob	(German)	19 points	0	4
Chris	(Soviet)	18 points	2	5
Doug	(German)	17 points	2	3
Ed	(American)	16 points	0	8
Fred	(Japanese)	15 points	0	7
Gus	(Dutch)	14 points	3	6
Hugh	(Tank)	01 points	1	2

SEASON 1 SCENARIOS

At Season 1 tournaments, the following scenarios only must be used in whatever order the tournament organizer deems appropriate:

1. Maximum Attrition
2. Demolition
3. Domination – from the Tank War book
4. Point Defense
5. Hold Until Relieved

Scenarios should generally not be repeated during the same event.

Since these tournaments bring both armored and standard platoons together, it is strongly suggested that players are paired in a first round Maximum Attrition game, with the goal of the pairings to match similar lists against each other. (An example might be two lists that feature three big tanks each, or two lists that feature infantry exclusively with little to no anti-tank.) Top Secret and Envelopment have been excluded for this season, and new scenarios are needed for Season 2.

Tournament points are awarded as follows: 10 points for a win, 4 points for a draw, 1 point for a loss, and 0 points for withdrawal. If at the end of a tournament two or more players have the same amount of tournament points, ties are broken based on Hanoswag. This does not affect the tournament rankings hosted on BoltAction.Net – two players earning 20 points each still earn 20 points each – but in cases where prizes depend on “winning”, Hanoswag is the tie breaker.

SEASON 1 SUBMISSIONS

Tournament Organizers will submit results to Judson@wwpd.net in Dot Net format. The spreadsheet used for scoring is located in the Downloads section of the www.boltaction.net site.

SEASON 1 QUESTION AND ANSWER

The feedback thread found at <http://forum.wwpd.net/viewtopic.php?f=21&t=15126> is the best place to ask questions or, of course, leave feedback regarding Season 1. Suggestions for changes to Season 2 can also be discussed using the same forum thread, but please wait to make suggestions until after you have tested the Season 1 format.



SEASON 1 LIST CONSTRUCTION AND MODIFICATIONS

Construction:

Lists will consist of no more than 1250 points.

Reinforced Platoon Selectors may be used for any nation. Reinforced Selector lists are limited to two reinforced platoons.

Tank Platoon Selectors may be used for any nation. Tank Platoon Selector lists are limited to one tank platoon.

Units in the Additional Units PDF, as well as anything printed in the “Armies of...” books and the “Battleground Europe” book are allowed.

The War Reporter or “Cameraman” rules are not allowed to be used.

Warplane rules may be used at tournament organizer’s discretion. Forward air observer rules may be used at the tournament organizer’s discretion. If the tournament organizer does not indicate, it is assumed that both can be used, although the two types may not be used in the same list.

Split transport optional rules are allowed.

Tows:

Heavy and super-heavy artillery (this includes anti-tank guns and anti-aircraft artillery) require appropriate transport in order to be moved. This includes coming on from Reserve or First Wave. A player may choose not to include appropriate transport, however this means the gun is automatically considered destroyed in any situation where it does not start on the table.

Any force may take an appropriately modeled tow unit that counts as a soft-skinned, damage value 6+, wheeled transport with the Slow special ability, and a transport capacity of any single light; medium; heavy; or super heavy gun team, for 15 points. Players are encouraged to represent this tow unit with creative, historically accurate models such as horse and limber teams.

Fixed Weapons:

Fixed weapons, when given an Advance order, may pivot on the spot up to ninety degrees before firing at a -1 penalty, in the same manner as non-fixed weapons suffering the movement penalty. Note that indirectly firing a fixed weapon still requires a Fire order.

LMGs:

All Light Machine Guns purchased for infantry squads cost 5 points rather than 20 points.

Vehicle Flamethrowers:

All Vehicle Flamethrowers are treated as Flamethrowers (the infantry version) with one exception: A vehicle is not removed from play when it runs out of flamethrower fuel. It always suffers the penalty on its own damage rolls for having fuel tanks, whether it has fuel remaining or not.



Vehicle Flamethrowers continued:

A vehicle with two flamethrowers rolls once and only once, per turn that it fires, to see if it has run out of fuel. If it rolls a one or a two, both flamethrowers count as empty. Only one morale test on its target is caused if both flamethrowers are used on the same target.

Transports:

Open-topped vehicles with a 7+ damage value or greater receive pin markers in the same manner as tanks. That is to say, the controller of a Regular Open-topped vehicle with a 7+ DV struck by small arms fire rolls a six-sided die. On a 1-3 result, the vehicle receives the pin as normal. On a 4-6 result, the vehicle ignores the pin. A Veteran Open-topped vehicle with a 7+ DV would ignore the pin without needing a successful die roll. An Inexperienced version must receive the pin without any die roll. Note that regardless of the vehicle's damage value, only small arms fire is ignored in this way. All heavy weapons fire inflicts pins as normal. Infantry aboard Open-topped Transports with a 7+ damage value or greater receive pins in the same manner while they remain aboard the transport. Regular infantry has a chance to ignore the pin; Veteran always ignores the pin; and Inexperienced always receives the pin in the same manner as tanks. Of course, this means that the pins are only ignored or potentially ignored when the firing weapon has no chance to damage the vehicle. Note that regardless of the Transport's damage value, only small arms fire is ignored in this way. All heavy weapons fire inflicts pins as normal.

Armored transports (those with a 7+ damage value or greater) may fire up to one weapon during an Advance or Fire order when they are empty, using the vehicle's to-hit rating. When transporting, all weapons may be fired as normal. Note that soft-skinned, 6+ damage value, transports are excluded from this exception.

