

Operation Sealion

Peterborough Wargames Club Bolt Action Tournament

Sunday December 10th, 2017

Tickets, Match-Ups and Tournament Scoring

Tickets are £10. There will be a total of 24 places available, 12 each for Allied and Axis players. Each game will be arranged so that Axis forces face off against Allies. There will be no blue-on-blue battles.

Armies of France, Italy, Finland or other forces that fought on both sides in the conflict may register as Axis or Allies as appropriate. If we have an imbalance in the number of armies registering for each side we may ask for volunteers from these forces to switch sides for the duration.

Each game will be fought using a specific scenario from the Bolt Action rulebook or other sources and will last for 2 hours or until the scenario is complete. Warnings will be given when there are 30 minutes and 10 minutes remaining. After the 10-minute warning players should complete their current turn and then stop playing, regardless of the number of turns remaining.

The winner of each game will be awarded 3 tournament points (TPs), the loser will receive 0. In the event of a draw, both players will receive 1TP. Each player should also keep track of the total requisition points value of all their units that survive each game. Axis and Allied players will be ranked separately according to the number of TPs scored, with the surviving units total being used as a tie-breaker.

In the first game players will be paired randomly, although we will try to ensure that players who have travelled together for the event are kept separate. For the second and third games, players will be paired according to their tournament ranking with the highest placed Axis player being paired against the highest placed Allied player and so on. Table allocation will be random, though we will try to ensure that nobody plays more than one game on the same table.

Tournament Schedule

09:00 - 09:45 - Registration
10:00 - 12:00 - Game 1
12:00 - 12:30 - Lunch
12:30 - 14:30 - Game 2
14:45 - 16:45 - Game 3
17:00 - 17:15 - Round-up and prizegiving

Prizes

The exact number of prizes to be awarded will depend on the number of players attending and is still being decided but will include prizes for the highest placed Axis and Allied players.

Army Selection

- 1) Armies should be selected to a limit of 1000 points and may be selected from the generic reinforced platoon selector or any theatre selectors from the relevant army lists that fit the specified time period (see below). Armoured platoons are permitted at this event.
- 2) This is an early-war themed event. As such, no army may include any units that did not see action before the end of 1941. Note that although the event is called Operation Sealion, armies are not restricted to the forces that actually took part in this operation.
- 3) There will be no limit on the number of units and/or platoons included in armies at the event.
- 4) If a force contains more than platoon, they must be chosen from the same army list and selector.
- 5) The warplane rules will not be used. Forces may include forward air observers as normal.
- 6) Named characters and war reporters may not be taken.
- 7) No armoured trains.
- 8) Players may use any units from the Additional Units pdf (available from the Warlord Games website). Players may also use any units from Tank Wars or the Theatre books as part of a generic Reinforced Platoon or if they are listed as being available for the theatre selector that you are using.
- 9) Armies may be chosen from any of the available army lists (see below) and theatre books. If you want to use an army list from another source (e.g. one available online) contact the organisers, we should be able to accommodate you.

Armies of Germany

Armies of the 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

Tank War

Germany Strikes (including Armies of Denmark)

Empires in Flames (including Armies of China)

Ostfront

Duel in the Sun

Campaign: Sealion

Campaign: Gigant

All force lists must be submitted to the organisers before the event for checking, no later than November 24th, 2017. Any lists submitted after this date will incur a penalty of 3 tournament points. When submitting your list, please indicate which selector you are using and where to find the rules for any units you are using that are not in the main list (additional units, theatre books etc).

The organisers reserve the right to ask players to make changes to their lists if we feel that they will be particularly nasty and/or create a negative experience for your opponent. We have no problem with challenging, competitive lists (this is a competition after all) but the primary goal here is for all players to enjoy the games, even when they lose. This is not a “win at all costs” event.

Scenarios

Each table will be set up for a specific scenario, appropriately themed for the event. Scenarios may be taken from the Bolt Action rulebook, the Campaign: Sealion and Campaign: Gigant books or any appropriate theatre books. The rules for any scenarios that are not taken from the core rulebook will be provided to the players in a scenario pack closer to the event (before the army list submission deadline), these rules may be modified slightly from the original source to make them more generic and/or suitable for a tournament environment.

The scenery on each table will be set up for the specific scenario and should not be moved, except as necessary to accommodate miniatures during the course of the game. All scenery should be returned to its original positions after the game.

For scenarios that require an attacker and a defender, decide this randomly before the game as normal.

Note that players will only have one force list available to tackle whatever scenarios are thrown at them. This means that your army will have to be able to cope with attacker/defender situations (on either side) or battle scenarios with a variety of victory conditions. Plan accordingly.

Player Requirements

Each player should ensure that they bring the following to the event

- 2 copies of their force lists, one for themselves and one for their opponent.
- A copy of the Bolt Action rulebook, their relevant "Armies of" list and any other books required (electronic copies are perfectly acceptable).
- Dice
- Sufficient order dice for their army, new or old style are acceptable. If possible, bring sets in 2 different colours to avoid clashes.
- Tape measure
- Glue for emergency repairs

House Rules and Errata

All the official Errata and FAQ from the Warlord Games website will be in effect. In addition, the following changes will apply.

- Any vehicle-mounted flamethrower listed as a "small vehicle flamethrower" will be treated as having a range of 9" instead of 12" doing 2D6-1 hits, e.g Wasp Flamethrower Carrier, OT-130.
- Any unit affected by terrain marked as "No Run" in the terrain table may be issued a Run order but may only move at Advance rate. This applies to the entire unit even if it is only partially in the terrain.
- When measuring a unit's charge distance, the target is considered to be in range if it is within the unit's Run move as modified by terrain or any other rules.

Scenery

- All hills and buildings are treated as blocking line of sight. If the target unit is partially obscured by a building or hill, they are treated as being partially in hard cover.
- Individual trees will provide soft cover to small teams but no cover to larger units.