



VC DAY BOLT ACTION TOURNEY 2021

27th June 2021



INTRODUCTION

VC Day is SSWG's new Bolt Action tournament welcoming back all bolt action players to tournament play. It is a single player event for single reinforced platoons of 1000 points. The tourney is played over one day at our club house on pre-prepared tables.

VC Day is not historically themed though we encourage players to still do this and there will be a prize for the best themed army. The event is also very much a friendly event for players of all experience levels. All lists will be comped and those that are felt to be too strong will be politely returned to the player with a request for changes.

VC Day will also be following Warlord's tournament pack and guidance with a couple of SSWG rule adjustments.

TEAM AND SELECTION RULES

Only 1000 point single reinforced platoons are to be used, no tank platoons allowed.

Units must come from an Armies of book.

Lists ideally would be historically themed and ideally named after an actual unit. This means weapons systems that did not serve with each other should ideally not be used together.

Lists to be sent in prior to event for checking, by June 15th.

All armies must be painted, with a three colour minimum and must be WYSIWYG (no "counts as" allowed).

Players are restricted to selecting one MLRS (eg Katyusha) and a maximum of two flamethrowers.

WHAT TO BRING

3x copies of your army list

To assist with social distancing, please bring two sets of order dice, dice, tape measures, templates, dice bag, rules book and the army book being used. Face masks may be required dependent on government guidance.

THE ROUNDS

Teams will play three rounds on pre allocated tables.

Each round will take 2 hours and 15 minutes and time updates will be provided.

When the final bell is rung at 2 hours and 15 minutes, no further dice are to be drawn from the bag but the current order may be completed.

Round one will be randomly selected with club members and friends kept apart.

Round two will be drawn on the Swiss match up system.

Round three will also use Swiss match ups. However players can request grudge matches as long as these would not affect the results for the top three positions.

At the end of each round players will complete and sign the results notepaper handed to them.



THE TABLES AND MISSIONS

There will be 18 tables per round, players will be allocated a table and opponent. Every effort will be made to ensure players do not play more than once on a table.

Every round the same mission will be played by all players

Missions will use exact rules from the Bolt action book

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

EVENT DETAILS (AND SCHEDULE)

Sunday 27th June 2021

Pre tournament evening, anyone arriving early can meet with the local club and use the tables.



- 8.30 am - Doors open for registration
- 9.15 am - Pre game instructions
- 9.30 am - First round
- 11.45am - Lunch
- 12.30 am - Second round
- 3.00 pm - Third round,
- 5.30 pm - Team summary for day one

BREAKFAST AND LUNCH

SSWG intends to arrange bacon rolls for breakfast and there is a tuck shop with snacks and drinks at the event; We will also offer hotdogs and hamburgers for lunch if social distancing rules allow.





LOCATION & CONTACTS

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

Contact Russ: 07703 773 781
email: kendoruss@outlook.com



SSWG clubhouse is on Bentalls close, which is just off of Sutton Road.

There is limited parking on-site but are some public car parks close by.

Trains-We are very close to Prittlewell train station and not far from Southend Central.

SCORING (THE IMPORTANT BIT!)

Scoring for the tourney will be as follows:

Match play results-

Win 5 points

Draw 3 point

Loss 1 points

Concession 0 points

A secondary objective will be available in each game. This objective if held at the end of the game will score 1 additional point.



Best Coast pairings

In line with Warlord tournament guidance, we will also be recording results using best coast pairings scoring system:

1 point for a win, ½ for a draw and 0 for a loss

Note that this means the maximum score possible is 18 points. In the event of ties we will use dice destroyed as a tie breaker. If these are equal any prizes or standings are shared.

Secondary objective

Score a secondary win by 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).

Why secondary objectives?

SSWG includes these in all games. They add an additional tactical element to any game; they mean that even a player who feels he has lost or will lose a game has something to continue to fight for; they help with tie breakers, all feedback on them has always been positive and they are fun! (So we stole these from other tournament).

PRIZES

Prizes will be awarded for first, second and third place. There will also be prizes for best themed (marked 50% on painting and 50% on them), sportsmanship and a wooden spoon prize.



TOURNAMENT RULES

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.

Secondary objectives will also be placed on the board and will be the same as normal objectives, with regards to controlling them.

Claiming objectives- Changes to standard rules!

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

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 and other fixed infantry teams etc.

CONTESTING- MAJOR CHANGE

At SSWG vehicles are not able to contest objectives, this is a change to the normal Warlord rules in Bolt Action- It has been added to prevent a player simply driving a fast moving vehicle up to an objective on turn six to contest it.

MAJOR RULE MECHANICS CHANGES/ CLARIFICATION

Warlord's rule pack and FAQ will be used to settle any disagreements on rules interpretation.

Anyone with a query prior to the tourney please contact the TO- We will share all queries and clarifications with players ahead of the tourney.

Line of site is drawn from the breech of the firing weapon and distance is measured from the breech (clarification).

PZ IV do not get Tiger fear at SSWG events.

Turret Jam is not used.

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