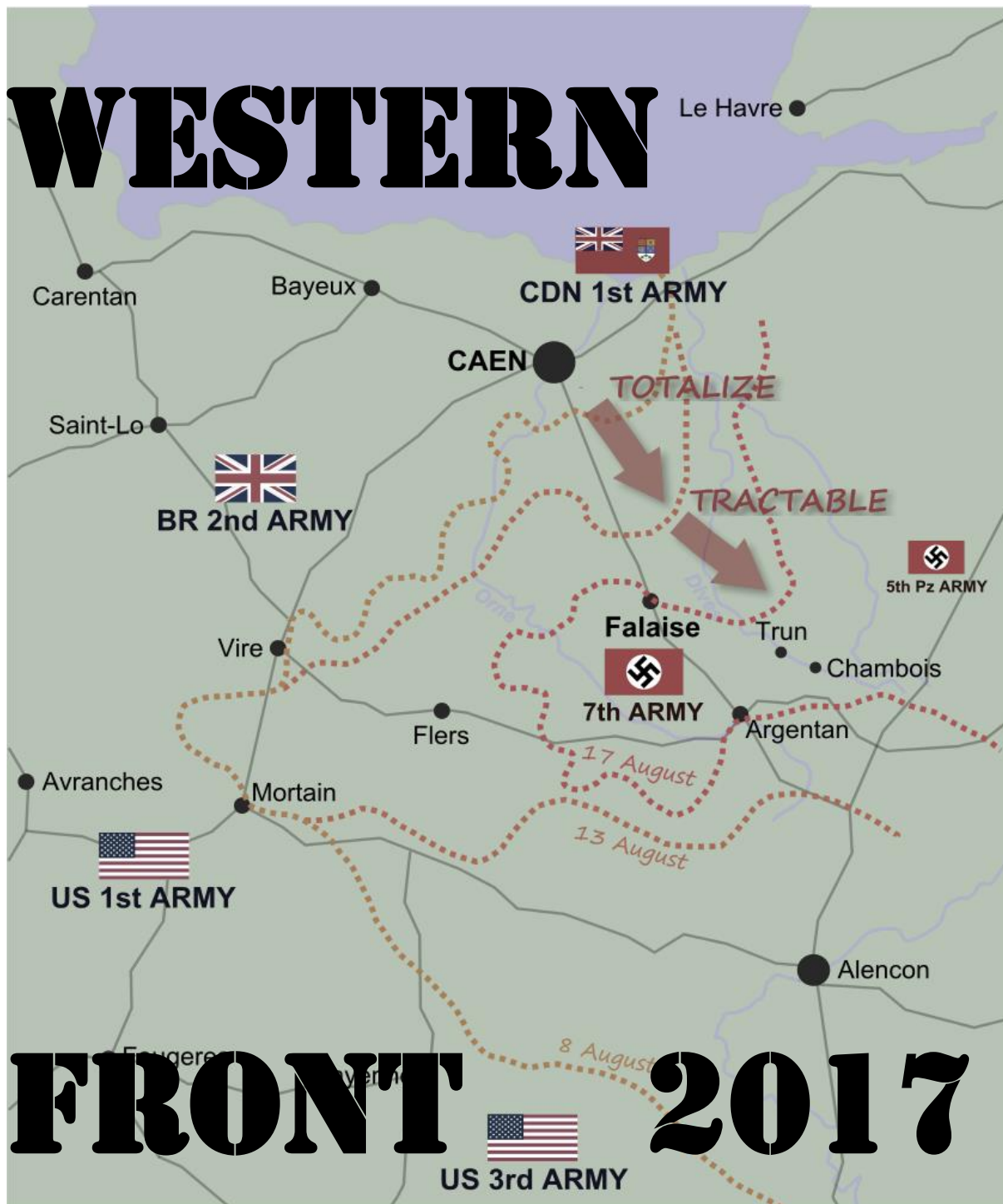




Presents



On the pages that follow you'll find details of how this event will work. Please read them carefully, even if you're a tournament veteran, as there will be a number of differences to regular tournament events.

WELCOME TO WESTERN FRONT 2017!

Western Front is a narrative event for Bolt Action. This event is a single day event designed to allow the hobby community to play Bolt Action and show off the game to other tabletop enthusiasts in attendance.

VENUE AND COST

Western Front is taking place on the 11th June 2017 at the South Perth Community Centre – The Corner of Sandgate St and South Terrace in South Perth.

Tickets are \$35 per player. Tickets are non-refundable but are transferable.

EVENT STRUCTURE

You will participate in a series of games, each against a different opponent. All games are to be played using the Bolt Action Second Edition rules. You will have no more than 1.15 Hour per game (including set up). All rounds will be matched by Faction first, Axis against Allies wherever possible and first opponents randomly matched. Each round after the first will then further be matched by the cumulative Victory Points allocated to each player. This means that if all the Axis players win their first game, they will still be matched against an Allied player in the next round even if an Axis player has the next highest score. You will not play the same opponent twice. Please notify the organisers immediately if you have already played your opponent in a previous event round.

During the game, each player will be given a results scorecard. Once you've finished your game, you must fill in the card and then hand it in at the front desk. Your results will then be entered into the event database.

The referees will do their best to ensure that all players are matched on different tables during the course of the event though this cannot be guaranteed.

SUNDAY 11TH JUNE 2017

WEEKEND INFO

8.00am	Doors Open & Registration
8.20am	Briefing
8.30am	Game 1 Starts
9.45am	Game 1 Ends
10.00am	Game 2 Starts
11.15am	Game 2 Ends
11.30am	Game 3 Starts
12.15pm	Game 3 Ends
12.30pm	Game 4 Starts
1.45pm	Game 4 Ends
----- Lunch Break -----	
<i>Please feel free to set up your force for photos and the enjoyment of the other players.</i>	
2.30pm	Game 5 Starts
3.45pm	Game 5 Ends
4.00pm	Game 6 Starts
5.15pm	Game 6 Ends
5.30pm	Official Close & Awards

What to do in case of an emergency:

If for some reason you experience last minute complications (such as falling ill or missing a bus) that will result in you being late or unable to come, please call the organizers as soon as you are able. We will do our best to accommodate you, but be aware that due to the tight schedule we are running it may not always be possible.

EMERGENCY CONTACT:
0403 268 714/ 0424 460 870

SPECTATORS

The event will be open for any spectators to come along and check out the event. The day can be tough going however, so we will be respecting this and doing our best to ensure that there are no interruptions for the players from the general public. Spectators (including players watching other games) must not touch anything on a table where a game is in progress, and are not to distract or offer any advice or rules commentary at all. This includes helping to settle disputes. They must also keep a respectful distance from the table edge to allow the players room to move around. Anyone failing to follow these guidelines will receive a warning, and then will be asked to leave the room if they fail to comply.

MOBILE PHONES

Pausing during gameplay to answer a call or an SMS can be annoying for your opponent. We request that all mobile phones be put on silent whilst games are in progress where possible.

THE BYE

While unlikely, in the event of a Bye round, this will be allocated to the player with the lowest Game points and Victory Points (randomly in game 1). They will automatically receive 6 Game points and 500 Victory Points for this round. No player will be asked to have more than 1 Bye Round.

REMEMBER!

REMEMBER TO BRING ANY GAMING MATERIAL YOU REQUIRE TO PLAY BOLT ACTION INCLUDING:

- Your 750 point army
- At least 2 copies of your army list
- This Player Guide
- Calculator
- Rulebooks for your Army
- Current FAQ documents (army & rulebook)
- Dice (Including any "special" ones)
- Templates & Tape measure
- Pens and a notepad/paper
- Super glue (for emergency repairs)
- Spending money for food and drinks

ARMY ROSTER

ARMY LISTS SUBMITTED TO

obsec@optusnet.com.au – please use

WESTERN FRONT 2017 as the subject of the email.

When submitting your roster, make sure you include:

- All pages of the roster itself
- Notarised break up of all points values

You will require a copy of the roster for each of your opponents and a copy for yourself that you should keep with you when you are playing. All copies of the roster must include all of the models in your army, their points value, the points value of any equipment, and must specify which models are carrying any relics or similar that you decide to take. Please put your full name on all copies of the list.

Though the judges will be scrutinizing rosters closely and informing players of any inconsistencies in their lists before the event, we take **no** responsibility for any errors that escape our initial notice – so please make absolutely certain that the roster you hand in is correct and conforms exactly to the army you will be using.

Double-check your calculations. Make sure that every item of equipment shown on the models in your army has been paid for or is represented. If you make a mistake and it is detected during the tournament you will lose 100 victory points from every game up until the mistake, even if the mistake was an honest one.

ARMY SELECTION

AN ARMY FORCE FOR THIS EVENT MUST ADHERE TO THE FOLLOWING;

- No more than 750 points
- A single reinforced platoon chosen from the generic selector on page 153 on the Second edition rulebook
- No Captains or Majors may be selected
- Loaders in squads must be uniquely identifiable (just saying “He’s this guy” won’t cut it. You do require a specific model or marker under V2)
- Only 1 infantry flamethrower or 1 vehicle flamethrower is allowed
- All models must be on the base that they are supplied with OR any scenic base which fits the criteria of the rules. Please ask if unsure.
- The time period is open from 1939 to 1945 with the following exception
 - No Super-Heavy Anti-tank guns or Super-Heavy tanks may be selected
- Forces may be selected from any current “Armies of...” book, or Warlord approved army lists (like the Australian’s)
- Force’s must only consist of 1 Faction (for example no mixing Japanese with a German SS list)
- The “Additional units” PDF from Warlord will be valid choices within the force selector as normal
- Experimental rules will not be used in this event
- War correspondents, “special” Characters and other “unofficial” units are not to be used for this event.

SCENARIOS

Later in this pack you will find the 6 missions you will be playing for the event.

1. No Man's Land
2. Meeting Engagement
3. Envelopment
4. Key Positions
5. Point Defense
6. Regroup!

As the allies try to push further inland towards Germany to end the war, they struck upon fierce resistance. This event is designed to show the "tug of war" that would frequently bend and flex the frontlines.

Each mission after the first will have some scenario rules applicable to create a story of dogged defence or blistering occupation.

TERRAIN

Games are played on a 4' x 4' size table.

Scenery for each battle will have been set up by the referees and may not be moved or changed in any way. Where possible, will provide side tables for any army cases, books & gaming tools to eliminate the temptation to shift scenery around and make room for them. Players should discuss with their opponent how to treat everything before set up!

TIME KEEPING

Games will have no longer than 1.15 hours. This includes set up time and discussing terrain.

The nature of Bolt Action may sometimes make it difficult to plan too far in advance but it is still strongly suggested that you have a plan and try to stick to it. Don't wait for a dice to decide what you want to do!

SCORING

At the end of each game, both players will be required to fill in a scorecard to log the results of the game. Please hand this in to the front desk as soon as possible after the game so that the referees can keep the event running on time.

Game results:

On this part of the scorecard you will be required to note down the result of the game. Game Points impact your Factions Overall result.

- Major Victory – 8 points
- Minor Victory – 6 points
- Drawn game – 4 points
- Minor Loss – 3 points
- Major Loss – 1 point

Victory Points:

Each player's Victory Points are totalled throughout the day. They will be used to rank players within Factions, as well as contend for the Best Commander award. Victory Points are specified in the missions.

SPORTSMANSHIP

Players are to speak in English only and are expected to conduct themselves with proper decorum. As such, should a player be judged to be behaving inappropriately during the event, they will be initially banned from the gaming room for the remainder of the current round and will forfeit their game as a result with the maximum points going to their opponent.

Should a player be asked to leave twice, they will forfeit the remainder of the games, will be asked to not return and will be banned from future Objective Secured events.

If you have concerns about a player during or after a game – please notify a referee.

REFEREES

During each round, the event referees will be doing the rounds so ensure that games are progressing smoothly and will be available should help be needed. Remember though, that your first point of call for any question should be the rulebook, relevant army book, Q&A / errata document or this pack.

If you really need a referee to sort out a rules question, then you are free to call one over, and our referees may intervene if they see an argument brewing.

The referee's decision will be final and no discussion will be entered into during the event.

WINNING WESTERN FRONT 2017 OVERALL

The overall category is won by the Faction with the highest total Game points over the 6 rounds. Count back will be by adding the Victory Points of the top three players in each Faction and the highest total team will receive the honours.

BEST COMMANDER

This category is for those who want to show they are the best at narrative gaming! The procedure for working out the final points for Best Commander is quite simple. We expect you (the players) to work out the Game and Victory points for each battle and record them on your Event scorecard (which will be provided each round).

Your Victory Points will be tallied by the TO as well as your Game points as two separate scores. The Best Commander is the one who secures the most Game Points **and** the most Victory Points.

AWARDS

During the closing ceremony of the days play, we will be presenting 3 major awards, as well as congratulating our runners up and the overall winning team. The major categories are:

- **Best Commander**
- **Highest Ranked Axis player**
- **Highest Ranked Allied Player**

Players will only be eligible for a single award each with priority given to Best Commander.

In the case of a tie, the narrative event will follow the below steps

1. If only one of the players is on the Faction which won the Overall category, they will claim Best Commander
2. If both players are on the same team, their last Game Points and Victory Points will be compared, highest will claim Best Commander. This will count back through each round in the case of a tie.
3. If there is still a tie, the TO will randomly assign a winner between these two evenly matched players

RESULTS

Event results will be available to players on the Objective Secured website and Facebook Page shortly afterwards with the event coverage.

Score Card

Round	
Player 1:	Player 2:
Objective points:	Objective Points:
Victory Points:	Victory Points:
Degree Of Victory:	Degree Of Victory:
Major Win - 8	Major Win - 8
Minor Win - 6	Minor Win - 6
Drawn Game - 4	Drawn Game - 4
Minor Loss - 3	Minor Loss - 3
Major Loss - 1	Major Loss - 1
Game Points:	Game Points:

Western Front 2017 - Mission Pack

As a narrative event, Western Front 2017 takes a little bit of creative license with the scenarios. This makes it essential to please **read the following carefully!**

These scenarios will sometimes have an Attacker and a Defender. If your Faction *won the last round*, you are the attacker. If your Faction *lost the last round*, you are the defender. This will be compulsory as part of the missions.

Moving off the table edge:

A unit is considered off the table edge once a model in that unit physically touches the table edge.

VICTORY POINTS: Each unit's requisition point value is their Victory Point value. Once this unit is completely destroyed, the opposing player scores the total amount of Victory Points equal to that unit at the end of the game. **If 25% or less** of the unit remains (rounding down), the opposing player gets half the number of Victory Points (round down to nearest single point).

For example:

- A 10 man infantry unit worth 135 points will be worth 135 Victory Points if completely destroyed OR 67 points if reduced to 25% (2 men or less)

In addition, each scenario may have objectives that grant further Victory Points. These have been modified from the missions as often success on the battlefield will come by both damaging the enemy and securing the objectives.

Mission 1: No Man's Land

The two forces have been skirmishing with each other for days. But today will see breakthrough! Will the brave commanders be able to rise to the challenge? At Dawn you strike!

This mission follows the battle scenario in the main rule book on page 134 (No Man's Land) with the following exceptions

- Preparatory Bombardment only occurs on a 6+ instead of 2+
- Reduced Visibility is in play
See Dawn Assaults (page 219-229)
- They got me!
 - Players will score an additional 50 Victory Points for destroying the opposing players Lieutenant model. The model itself must be removed from a shooting attack or close combat attack in order to claim these points (failing a morale check will not count).
- Victory conditions are modified as follows
 - If one side has 250 more victory points than the other, that player secures a Major Win
 - If one side had 100 more victory points than the other, that player secures a Minor win
 - If the difference in Victory Points is between 0-99 points the game is a draw

Mission 2: Meeting Engagement

Now a front is secure, your General has tasked your force with the location and destruction of opposing forces in the area. Secure the strategic positions!

This mission follows the battle scenario in the main rule book on page 135 (Meeting Engagement) with the following exceptions

- Additional Objective
 - The player who has the highest number of units within 6" of the centre of the board at the end of the game, scores an additional 50 Victory Points
- Victory conditions are modified as follows
 - If one side has 250 more victory points than the other, that player secures a Major Win
 - If one side had 100 more victory points than the other, that player secures a Minor win
 - If the difference in Victory Points is between 0-99 points the game is a draw

Mission 3: Envelopment

This is an **Attacker/Defender** scenario.

Push the enemy back! You aggressively surge forwards deep into the enemy's lines. Hold nothing back!

This mission follows the battle scenario in the main rule book on page 140 (Envelopment) with the following exceptions

- Preparatory Bombardment will not be used in this mission
- Victory Points
 - The attacker gets 200 Victory Points for each unit that is within the defenders set up area (even partially)
 - The attacker gets 300 Victory Points for each unit that has moved off the table edge
 - The defender gets an additional 150 Victory Points for each enemy unit destroyed
- Victory conditions are modified as follows
 - If one side has 250 more victory points than the other, that player secures a Major Win
 - If one side had 100 more victory points than the other, that player secures a Minor win
 - If the difference in Victory Points is between 0-99 points the game is a draw

Mission 4: Key Positions

The enemy has reached the point of exhaustion, allowing you time to reorganise for a counter attack. Make ready and check your weapons. You need to break the deadlock.

This mission follows the battle scenario in the main rule book on page 136 (Key Positions) with the following exceptions

- The objectives are set at 2 per player
- Objectives may be set as terrain pieces if neither player has 4 markers (mixture of markers and terrain is ok)
- Victory Points
 - Each Objective is worth 300 Victory Points
- Victory conditions are modified as follows
 - If one side has 250 more victory points than the other, that player secures a Major Win
 - If one side had 100 more victory points than the other, that player secures a Minor win
 - If the difference in Victory Points is between 0-99 points the game is a draw

Mission 5: Point Defence

This is an **Attacker/Defender** scenario

Against the rivers and mountains, retreat becomes a trap ready to route your force and demoralise the local civilians further. You must not retreat!

This mission follows the battle scenario in the main rule book on page 144 (Point Defence) with the following exceptions

- Objectives may be set as terrain pieces if neither player has 3 markers (mixture of markers and terrain is ok)
- Preparatory Bombardment will not be used in this game
- Victory Points
 - Each Objective is worth 300 Victory Points
- Victory conditions are modified as follows
 - If one side has 250 more victory points than the other, that player secures a Major Win
 - If one side had 100 more victory points than the other, that player secures a Minor win
 - If the difference in Victory Points is between 0-99 points the game is a draw

Mission 6: Surrounded

This is an **Attacker/Defender** scenario

Rally! We fight to the last man! Do not give up and never surrender!

This mission follows the battle scenario in the main rule book on page 146 (Surrounded) with the following exceptions

- Preparatory Bombardment will not be used in this game
- All Defender infantry units have Stubborn
- Victory conditions are modified as follows
 - If one side has 250 more victory points than the other, that player secures a Major Win
 - If one side had 100 more victory points than the other, that player secures a Minor win
 - If the difference in Victory Points is between 0-99 points the game is a draw

Remember for this mission there are additional rules on page 147 for reserves!