



OBJECTIVE SECURED

PROUDLY PRESENTS



TOURNAMENT

OPERATION FUBAR

Operation FUBAR Bolt Action Tournament Sunday 6th, August 2017

South Perth Community Hall, corner of Sandgate St and South Tce, South Perth

Pay attention Private this briefing could save your life!

Welcome to the first Operation FUBAR - Bolt Action Tournament. Before we get into the combat we need to give all of you commanders a run down on what to expect and how to best prepare your army for the upcoming battles.

VENUE AND COST

Operation FUBAR is being held on Sunday 6 thAugust2016 at South Perth Community Hall, corner of Sandgate St and South Tce, South Perth. Tickets are \$35 each. Note that 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 2 Hour per game (including set up). All rounds will be matched by Faction first, Axis against Allies wherever possible. The first round opponents will be 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.

ABOUT THIS RULES PACK

This pack contains the full tournament rules for this event. All competitors should be aware that where any rules interpretation is required, the Referee's decision will be final. Any updates or clarifications to the event will be published on the Objective Secured website: www.objectivesecured.com.au



CONTACTS

If you have any questions about the event, then either e-mail: obsec@optusnet.com.au or post your questions facebook event page and we will endeavour to respond as quickly as possible. Please also get in touch with us after the event and tell us what you thought!

WEEKEND INFO

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.

SUNDAY 6 TH AUGUST 2016

- 8.00am Check-in & Briefing
- 8.20am Match Ups Round 1
- 8.30am Round #1 begins
- 10.30am Round #1 ends 15 Minute Break
- 10.45am Match Ups Round 2
- 10.55am Round #2 begins 12.55pm Round #2 ends
- 40 Minute Lunch break (Painting judging)
- 1.35pm Match Ups Round 3
- 1.45pm Round #3 begins
- 3.45pm Round #3 ends 15 Minute Break
- 4.00pm Match Ups Round 4 4.10pm Round #4 begins
- 6.10pm Round #4 ends
- 6.30pm Closing ceremony & awards



REQUIRED ITEMS

- Bolt Action rulebook (second edition) and relevant army/supplement book/PDF.
- Your army. This does not have to be painted, but there will be a best painted/themed army.
- Dice, tape measure, pin markers and order dice (two colours recommended but not necessary).
- 2 copies of your army list, clearly readable.
- Three objectives with a diameter of 25mm-40mm.
- A copy of this tournament pack.
- Latest version of the errata/FAQ.

SUGGESTED ITEMS

- Counters, smoke markers, etc.
- A quick reference sheet.
- A tray to put your army on.

ARMY ROSTER

ARMY LISTS SUBMITTED TO

obsec@optusnet.com.au – please use OPERATION FUBAR 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. 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 10 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 1000 points
- No more than 12 orders dice
- A single reinforced platoon chosen from any current armies of book, Official army list or additional units released by Warlord Games. Reinforced platoons or theatre selectors can be used, but cannot be mixed. No tank Platoons. Ethiopian, Hungarian, Pacific Aussies, and 1st Free French PDFs can be used.
- 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 SuperHeavy tanks may be selected.
- Force's must only consist of 1 Faction (for example no mixing Japanese with a German SS list)
- Experimental rules will not be used in this event
- No "special" characters, legendary tanks, war planes or war correspondents.

SCENARIOS

The 4 missions you will be playing for the event are.

1. No Man's Land 2. Key Positions 3. Sectors 4. Meeting Engagement.

TERRAIN

Games are played on a 6' 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!

WANTED: Terrain

To help make this event look awesome, if anyone can bring a 6x4 table of terrain please let me know

drew888@iprimus.com.au



AWARDS

- **Operation FUBAR Champion** – Awarded to the highest scoring player of the day. This is a combination of points 2/3 your game points including bonus points, and 1/3 painting/themed points.
- **Patton Medal - Best Allies general** – Awarded to the highest placed army based on game and bonus points only.
- **Rommel Medal - Best Axis general** – Awarded to the highest placed army based on game and bonus points only.
- **UberGruber Award** – Awarded to the best painted and historically themed army as chosen by the event organisers.

GAME SCORING

Major win - 5 points

Minor win - 4 points

Draw - 3 points

Minor loss - 2 points

Major loss - 1 point

Forfeit - 0 points (opponent gets a major win)



Victory points are scored for each scenario as follows:

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 less than 50% 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 less than 50% (4 men or less).

If one side has 350 more victory points than the other, that player secures a Major Win

If one side had 150 more victory points than the other, that player secures a Minor win

If the difference in Victory Points is between 0-149 points the game is a draw

Scenario rules and Bonus points are scored for each scenario as follows:

No Man's Land: The preliminary bombardment roll only 1 dice. On a 5+ both players get a bombardment, on a 1-4 neither player gets one.

Players will score, 2 Bonus Points for destroying the opposing players Lieutenant model. 1 Bonus Point if your own Lieutenant model is still alive and on the table at the end of the game.

Key Positions: 3 objectives are set up for this down the middle of the board. One 12" in from each side, and one in the dead centre of the table.

Players will score 1 Bonus Point for each objective they hold at the end of the game.

Sectors: The preliminary bombardment roll only 1 dice. On a 5+ both players get a bombardment, on a 1-4 neither player gets one.

You score 1 Bonus Point for each quarter you control at the end of the game, outside of your own deployment quarter. To control a quarter you add up the cost of all units over 50%, that are mostly in that quarter. The side with the highest cost claims that quarter.

Meeting Engagement: Each player picks 3 Infantry Squads or Teams on their opponents force. You get a Bonus Point for each one of these Squads or Teams that are destroyed.

PAINTING & THEME

The painting standard of your armies will be rated by a judge using a checklist form. Judges will be considering the painting techniques used, colour selection, basing details and overall army appearance when scoring. There is also points for themed armies. Things like a specific unit at a specific time and place (a reinforced platoon from Johnny Frost's Bn at Arnhem, for instance, or maybe the 25th Panzergrenadier Division in 1944 in Northern France, or whatever)

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.

