



Presents

Southern Hemisphere

Open:

TAKE COVER!

A BOLT ACTION EVENT

Welcome to Take Cover!

'Take Cover!' is the featured event for Bolt Action at the 2017 SHO. This event is a Single day event designed to allow the Bolt Action community to play Bolt Action and show off the game to other tabletop enthusiasts.

Venue and Cost

'Take Cover!' is taking place at the 2017 SHO – being held at Ascot Race Course, 71 Grandstand Road, Perth, Western Australia. 'Take Cover!' takes place on day 2 on Sunday the 24th of September 2017.

TOURNAMENT STRUCTURE

You will participate in a series of games, each against a different opponent. All games are to be played using the Second Edition rules. You will have no more than **2 Hours per game**. All rounds will be matched by Faction first, Allies against Axis where possible. The first round will be randomly matched. Each further round will be matched by Victory Points, and by Faction as possible.

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 tournament database.

ABOUT THIS RULES PACK

This pack contains the full tournament rules for this event. All of the rules conventions and references are from Warlord official game publications. 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 Facebook page and Event page. Results will also be posted here once compiled.

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

Timing: Sunday 24th September 2017

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

SPECTATORS

The event will be open for any spectators who have paid entry to the SHD to come along and check 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 game play 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 Generalship points (randomly in game 1). They will automatically receive a 3 point win for this round. No player will be asked to have more than 1 Bye Round.

Checklist

Remember to bring any gaming material you require to play Bolt Action including:

- This Player Pack
- Your army (painted highly encouraged for Painting Award)
- 3 Objective Markers 25mm-40mm in diameter
- At least 2 copies of your army roster
- Rulebooks, army books, theatre books
- Relevant FAQ documents and Errata
- Order Dice, D6 dice and others (two colours of dice recommended)
- Templates, pin markers & Tape measure
- Super glue (for emergency repairs)
- Pens and a notepad/paper
- Additional spending money for food, drinks etc

ARMY ROSTER

ARMY LISTS TO BE SUBMITTED TO obsec@optusnet.com.au

When submitting your roster, make sure you include all pages and a full breakdown of point values.

You will require a copy of the roster for each of your opponents and a copy for yourself. All copies of the roster must include all of the models in your army, their point value, the point value of any equipment, and must specify which models are carrying any equipment or similar that you decide, or are required 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. If you make a mistake and it is detected during the tournament you will lose points, even if the mistake was an honest one (-2 to overall score).

ARMY SELECTION

Each player's force must adhere to the following criteria. If any campaign units are taken, please ensure you advise your opponent before the game and explain how they work. This will avoid arguments later;

- No more than 1000 points in total
- No more than 12 order dice – this is inclusive of any 'free' units (Soviet Inex Squad etc)
- Up to 2 platoons may be used, none of which can be a Tank Platoon.
- Platoons may be selected from any current 'Armies of ...' book including Theatre selectors, Generic Platoons, official PDF's released by Warlord (like the Australian's) or units out of Campaign books.
- Theatre selectors cannot be mixed in a force
- Leaders in squads must be uniquely identifiable. A specific model is required under v2 rules
- Campaign Book units are limited to 1 per force.
- Super heavy vehicles/super heavy antitank guns are limited to 1 per force
- Observers of any type are limited to 2 per force including 'free' units
- Maximum of 1 Flamethrower per platoon, 2 in a force. Only 1 can be vehicle mounted
- All models must be on the bases they are supplied with or any scenic base which fits the criteria of the rules. Please ask if unsure
- Any time period is valid for this event
- A force must only consist of 1 Faction (no Germans with Japanese etc)
- Experimental rules will not be used for this event
- No 'Special' characters, legendary tanks, war planes or war correspondents can be used for this event

RECOMMENDED READING

It is the duty of all competitors to be up to date with the relevant documents and rules for Bolt Action version 2. It is recommended you have a good understanding of the following from the Warlord website:

Bolt Action Second Edition rules (goes without saying),
Official Bolt Action FAQs
Official Bolt Action Errata's

SCENARIOS

Below you will find the 4 missions you will be playing for the event. There are also some additional rules which will be in effect to balance the missions or award bonus points.

1. **No Man's Land (pg 134)** – For the Preliminary Bombardment, roll only 1 dice. 5+ both players get a bombardment, 1-4 neither player does. Players will gain 2 bonus points for destroying the opponent's Lieutenant model. You receive 1 bonus point if your Lieutenant is still on the battlefield at the end of the game. You must nominate 1 Lieutenant model at the start of the game if your force contains more than 1.
2. **Key Positions (pg 136)** – Use 3 objectives for this mission set up as follows. One in the dead centre of the table, and each player may place one in their deployment zone, no closer than 12" to any board edge. Each objective is worth 1 bonus point at the end of the game.
3. **Sectors (pg 148)** - For the Preliminary Bombardment, roll only 1 dice. 5+ both players get a bombardment, 1-4 neither player does. You score 1 bonus point for each table quarter you control outside your deployment quarter. To control a quarter, you must have a higher value in them than your opponent. Only add units who are 50% or higher of their starting strength.
4. **Meeting Engagement (pg 135)** – Each player secretly writes down 3 Infantry or Team units from the opposing player. Each of these units is worth a bonus point at the end of the game if destroyed.

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. **Each table will have a summary for any unique terrain pieces. Ensure you and your opponents agree on all other items of terrain!** Where possible, will provide side tables for any army cases, books and gaming tools to eliminate the temptation to shift scenery around and make room.

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.

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 TO desk as soon as possible after the game so that the referees can keep the event running on time.

VICTORY POINTS

Each unit completely destroyed is worth 2 victory points. Each unit reduced to 50% or less is worth 1 victory point. The missions also have bonus points available.

At the end of the game each player totals their victory points for the mission.

- If one player has 4 or more victory points than their opponent, that player wins a Major Victory.
- If one player has 2-3 more victory points than their opponent, that player wins a Minor Victory
- If there is 0-1 difference the game is a draw.

Overall Game results:

On this part of the scorecard you will be required to note down the result and each player's total victory points for the game. Players will earn points according to the degree of victory as follows:

Major Win – 6 points

Minor win – 5 points

Draw – 4 points

Minor loss – 3 points

Major loss – 2 point

Forfeit – 0 Points (opponent receives Major Win)

WINNING Take Cover!

OVERALL COMMANDER (0-60 points)

'Take Cover!' is an event designed to encourage awesome atmosphere, hard matchups and displaying your hobby skills to everyone. To that effect, the Overall Commander award is the total running scores of all three categories Generalship, Painting & Hobby and Sportsmanship. A worthy accomplishment for the winner!

GENERALSHIP (0 – 24 points)

Generalship is the most important category and the one most critical to winning the event. The procedure for working out the points for Generalship is quite simple. We expect you (the players) to work out the points for each battle and record them on your Tournament scorecard (which will be provided each round).

Work out your mission points as per the mission objectives, remembering to include any scenario specific bonuses. The guide for converting these to Tournament points is included on the previous page. Decide what degree of victory has been attained – Generalship points are awarded depending on the degree of victory - and fill these in appropriately.

SPORTSMANSHIP (0-16 points)

This category is included to encourage players to take part in the tournament in the right spirit. Obviously, we deplore rude or unsporting behaviour and we hope that the award available for being a sporting and friendly opponent will discourage players from even thinking of acting in this manner. Anyone with a complaint should see the TO as soon as practical if the dispute cannot be settled between the players.

At the end of your last game you will have an additional score card to complete – ranking your games for the day. Your favourite game will score 4 points. Your second favourite game will score 3 points. 2 points will be awarded for your third favourite game and 1 points for the fourth. The player with the most points for Best Game will be awarded the Sportsmanship award.

PAINTING & HOBBY (0-20)

It is not a requirement to have your armies fully painted for this event (though the bill of rights is still in effect!).

However you will sacrifice a large portion of your score if you don't have any paint on your models! There is a scorecard included at the end of the players pack to detail where points can be gained. I highly encourage you to look at what is in that scorecard. You may find some quick wins you can grab.

In addition, there is a section for 'hobby' elements in your force. This can be things like custom markers, converted units, reconstructed dynamic poses, impressive display bases, display boards, themed units, dice, background, etc.

The list is really quite long. There are 5 bonus points available for these.

Count backs

In the case of a tie in any of the categories, a count back will be completed to separate the scores in the following order

1. Highest Generalship
2. Highest Victory Points For (across all missions played)
3. Lowest Victory Points Against (across all missions played)
4. Highest Painting
5. Highest Sports (across all missions played)

AWARDS

During the closing ceremony of the days play, we will be presenting 3 major awards, as well as runners up and two minor awards. The categories are:

- **Overall Commander**
- **Best Painted**
- **Favourite Opponent**

There will also be a best in Faction award for each side (minor powers currently sit under major ones). Players will only be eligible for a single award each with priority given to Overall Commander, Top Sports and Best Painted (in that order).

Score Cards

Score card	Player 1	Player 2	Point Difference
Victory Points			
Game Result	Major Victory - 6	Major Loss -2, Forfeit	
	Minor Victory - 5	Minor Loss -3	
	Draw - 4	Draw - 4	
	Minor Loss - 3	Minor Victory - 5	
	Major Loss - 2, Forfeit	Major Victory - 6	

Painting Scorecard	Name:	
Painting Item	Value	Judges Score
No Colour		0
Base colours only		2
Table top (Base colour with basic shading)		4
Decent (Table top + nice shading and highlights)		6
Advanced (Decent + detail work, good camouflage)		8
Neatly applied freehand		2
Basing		
Basic (1 colour and or 1 texture)		1
Decent (at least 2 textures and colour)		3
Advanced (Decent + additional textures or colours appropriately applied)		5
Hobby - Max of 5 points		
Display board		1
Markers		1
Historically themed list		1
Conversions		1
Background to army		1
Other cool hobby elements		1