

# Twisted Lords Con. Bolt Action Tournament 2020

## Tournament Schedule

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### FIRST DAY FRIDAY

18:30-9:00am      Check In/In Brief

19:00-21:30am      Round 1



### SECOND DAY SATURDAY

8:00-10:30am      Round 2

10:30am-13:00pm      Round 3

13:00-14:00pm      Lunch

14:00pm              Out Brief / Awards

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## Tournament Rules

### 1. FORCES

Players will use a 1,000-requisition point force. The force may consist of a maximum of ONE Reinforced Platoons and no more than 18 order dice. No tank Platoons, No Special Characters, No Planes.

This will be a Nijmegen Themed Event; players are encouraged but not limited to build list with an all infantry theme. Players may add vehicles, tanks and/or anything with a motor, but if it is motorized it will have the "Fuel Shortage" special rule add to it.

The platoons in the force must be selected using the army list section of the main rule book, one of the Armies of xxxx books, or an Approved Generic list of a minor country that does not have an Armies of xxxx book. All list must be a generic platoon, No theater list.

#### Approved books:

Armies of Germany, V2

Armies of 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

#### Approved Generic list for Nations without a book:

Australian Reinforced Platoon

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Chinese (Communist) Reinforced Platoon

Chinese (Nationalist) Reinforced Platoon

Chinese (Warlord) Reinforced Platoon

French Late-War Reinforced Platoon

## 2. GAME TIME

2hr30min Rounds. The players must finish the current turn, and then the game ends automatically.

## 3. ARMY LIST

The players must have copies of their army list, Army list are due 20 JULY 20. 1 bonus TP for early list submissions.

List submissions will be submitted by sending to [raidersfan26@hotmail.com](mailto:raidersfan26@hotmail.com)

## 4. TOURNAMENT POINTS (TP)

Victory is calculated as described in the Scenarios being played and Tournament points are awarded for victories, defeats and draws as shown below:

Result	Tournament Points
Victory/Loss	20 TP / 0 TP
Draw	10 TP / 10 TP

From the second round, players will be paired using a Swiss system (i.e. matching players on the same number of TPs, in descending order).

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## 5. WINNING THE TOURNAMENT

The winner is determined at the end of the last round, according to the following criteria:

- The player with the most TP will be the winner.
- In case of same TP at the top, the winner will be the player with the highest Casualty points total.
- Sportsmanship, Painting, and theme will also factor into a separate overall score.

For any questions email Jay Casper at [raidersfan26@hotmail.com](mailto:raidersfan26@hotmail.com)