

Twisted Lords Con. Bolt Action Tournament 2024

Tournament Schedule

FIRST DAY FRIDAY

18:00-19:00 Check In/In Brief

19:00-21:30 Round 1



SECOND DAY SATURDAY

9:00-11:30 Round 2

11:30am-13:00 Lunch

13:00-15:30 Round 3

15:30pm Out Brief / Awards



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Tournament Rules

1. FORCES

Players will use a 1,250-requisition point force. The force may consist of a maximum of ONE Reinforced Platoons and no more than 14 order dice. This Events Theme is "CARS". If you purchase an Armoured Car, you will get the exact same model of Armoured car for free (except flamers, the other model will be the gun version). This is only for armoured cars that are unlocked using the armoured car slot, not a tank slot or transport slot. This free dice will count against your 14 dice maximum. Only ONE Flamer vehicle or Infantry, Only ONE HE above Medium, Only ONE Multi Launcher, No Special Characters, No Planes from the PDF supplement, and No tank Platoons and No Naval observers. ALL LIST MUST BE APPROVED BY THE TO.

The platoons in the force must be selected using the army list section of the main rule book, one of the Armies of xxx books, or an Approved Generic list of a minor country that does not have an Armies of xxx book. All lists must be created using a generic reinforced platoon selector No theater list selectors. Players may use units from theater books that are allowed in generic reinforced platoons.

Approved books:

Armies of Germany, V2

Armies of United States

Armies of Great Britain

Armies of the Soviet Union

Armies of Imperial Japan

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Armies of France and the Allies

Armies of Italy and the Axis

Approved Generic list for Nations without a book:

Australian Reinforced Platoon

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 ORDER DIE, and then the game ends automatically.

3. ARMY LIST

The players must have copies of their army list, Army list are due 10 JULY 24. 1 bonus TP for early list submissions.

List submissions will be submitted by sending to 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:

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Result	Tournament Points
Victory/Loss	30 TP / 0 TP
Draw	15 TP / 15 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).

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.
- Painting, and theme will also factor into a separate overall score.

For any questions email Jay Casper at raidersfan26@hotmail.com