

Operation Watchtower

Peterborough Wargames Club Bolt Action Tournament

Hereward Wargames Show

Sunday September 4th, 2016

Tickets, Match-Ups and Tournament Scoring

Tickets are £10, which includes admission to the show itself. There will be a total of 20 places available. Although there will not be separate registration for Axis and Allied players, every effort will be made to avoid “blue-on-blue” games on the day.

Each table will be set up for a specific scenario; these will be based on missions from the core rulebook or various theatre books, suitably modified to fit the event and the size of games involved. Each game will last for 1 ½ hours or until the scenario is complete. Warnings will be given when there are 30 minutes and 10 minutes remaining. After the 10-minute warning players should complete their current turn and then stop playing, regardless of the number of turns remaining.

The winner of each game will be awarded 3 tournament points (TPs), the loser will receive 0. in the event of a draw, both players will receive 1TP. Note that in many of the scenarios it will be possible for both players to lose each battle in which case they both receive 0TP. Each player should also keep track of the total requisition points value of all the enemy units they destroy during the battle, this score will be used as a tie-breaker.

In the first game players will be paired randomly, although we will try to ensure that players who have travelled together for the event are kept separate. For the second and third games, players will be paired according to their tournament ranking with the highest placed player being paired against the second highest placed and so on. This set-up may be modified slightly to avoid blue-on-blue games where possible, but we will ensure that every game will be fought against a player with a similar record. Table allocation will be random, though we will try to ensure that nobody plays more than one game on the same table.

Tournament Schedule

09:00-09:30 - Registration

09:45-11:15 - Game 1

11:30-13:00 - Game 2

13:00-14:00 – Lunch, with plenty of time to look around the show

14:00-15:30 - Game 3

15:45-16:00 - Round-up and prizegiving

Prizes

The exact number of prizes to be awarded will depend on the number of players attending and is still being decided. We will ideally have prizes for the top three places, plus the best painted/themed army and possibly more

Army Selection

- 1) Armies should be selected to a limit of 750 points and may be selected from the generic reinforced platoon selector or any of the theatre selectors from the relevant army lists or theatre books (see below). Armoured platoons are not permitted at this event.
- 2) There will be no limit on the number of units and/or platoons included in armies at the event.
- 3) If a force contains more than one platoon, they must be chosen from the same army list and selector.
- 4) The warplane rules will not be used. Forces may include forward air observers as normal.
- 5) Named characters and war reporters may not be taken.
- 6) No armoured trains.
- 7) No vehicle-mounted flamethrowers.
- 8) No more than one recce vehicle.
- 9) Players may use any units from the Additional Units pdf (available from the Warlord Games website). Players may also use any units from Tank Wars or the Theatre books as part of a generic Reinforced Platoon or if they are listed as being available for the theatre selector that you are using.
- 10) Armies may be chosen from any of the available army lists (see below). If you want to use a list that is not mentioned here just ask, hopefully we can accommodate you.

Armies of Germany

Armies of the 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

Armies of Denmark (Germany Strikes)

Armies of China (Empires at War)

French Mountain Troops ([Warlord Games website](#))

Royal Marine Commandos ([Warlord Games website](#))

Australians in the South-West Pacific ([Warlord Games website](#))

All force lists must be submitted to the organisers before the event for checking, no later than August 26th, 2016. All lists submitted by this date will earn a bonus of 3 tournament points. When submitting your list, please indicate which selector(s) you are using and where to find the rules for any units you are using that are not in the main list (additional units, theatre books etc). The primary aim for this tournament is to run a competitive event where all the players involved can still have an enjoyable day. Therefore we reserve the right to ask players to modify their list if we feel that it is especially “gamey” or likely to result in a negative experience for other players. Note that we have no problem with competitive lists, just not ones that are designed to win at the expense of the other player's enjoyment of the game.

Once your list has been submitted and approved, you will be sent the list of scenarios being used at the event, so that you can familiarise yourself with the victory conditions and any other specific rules that may apply.

Note that this means that you will not know which scenarios are being used when you write your army list, so try to be flexible. Some scenarios will call for attackers/defenders, some may be more general or even more specific so try to build a force that can take on multiple challenges.

Player Requirements

Each player should ensure that they bring the following to the event

- 2 copies of their force lists, one for themselves and one for their opponent.
- A copy of the Bolt Action rulebook and their relevant "Armies of" list (electronic copies are perfectly acceptable). Note that, in the unlikely event that the version 2 rulebook has been released before the event, we will not be using it. This event will be run under version 1 rules.
- Dice
- Sufficient order dice for their army, new or old style are acceptable. If possible, bring sets in 2 different colours to avoid clashes.
- Tape measure
- Glue for emergency repairs

House Rules and Errata

All the official Errata and FAQ from the Warlord Games website will be in effect.

Scenery

- All hills and buildings are treated as blocking line of sight. If the target unit is partially obscured by a building or hill, they are treated as being partially in hard cover.
- Ruins are areas of rough ground that also provide hard cover to units within them. They are not classed as obstacles for the purposes of simultaneous attacks in close combat.
- Woods block line of sight to units on the other side of the wood. Units within the wood can be seen and will benefit from soft cover as normal. Areas of wooded terrain will be clearly indicated on the table.
- Individual trees will provide soft cover to small teams but no cover to larger units.
- Bocage/hedgerows follow the rules as outlined in Battleground Europe. For clarity these are summarised below:
 - Block LOS unless the shooter and/or the target are in base contact.
 - Provide hard cover and count as obstacles.
 - Units crossing them on Advance orders cannot fire that turn.
 - Tracked vehicles must roll a die when crossing. On a 1 or 2 they get stuck and end their move without crossing. Tanks with armour value 10+ or better get +1 to this roll.
 - Tanks with a Culin Hedgerow Cutter automatically succeed if moving on Advance orders. If on Run orders they must roll but get +1 to the roll.
 - Once a tank breaks through it creates a break in the hedgerow the width of the tank that no longer counts as an obstacle.