

Bolt Action at Battlecry 2016 "Case Yellow"

The war has begun! The Axis powers are making their move on world domination, can the Allies stop the invading armies or will the free world be brought under the fascist yoke! The Battlecry 2016 Bolt action tournament will be set during the opening years of the Second World War 1939-42

Any questions please contact:

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Tournament Organiser
David Mulder
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Tournament Schedule

8:30 Enrolment
09:00 Game 1
11:15 Game 2
13:30 Best Force to Theme voting
14:00 Game 3
16:15 Game 4
18:30 Prize Ceremony

Tournament Player Requirement

- Painted army
- Force List x 2
- Appropriate army supplement book(s).
- Dice and measuring Tape
- 3 objective markers

Tournament Rules

1. FORCES

Players must use a 1000 point force, consisting of one Generic Platoon or Theatre selector Platoon from the army supplement books, in addition only units, weapons and vehicles used between 1939-1942 may be used. Forces must be selected from the army supplement books and the additional unit PDF only.

Please find listed below the permitted Theatre selectors found in the army supplement books,

Armies of Germany

1939 – The September Campaign, 1940 – The Battle of France, 1941 – Operation Barbarossa, 1941 – Operation Mercury, 1941-42 – Rommel Triumphant, 1942 – Operation Blue, 1942 – Stalingrad, Death on the Volga

Armies of Imperial Japan

1942 - The Fall of Singapore, 1942 - The Fall of Corregidor, 1942 - The Battle for Guadalcanal, 1942 – 2nd Raiding Regiment and Palembang, 1942 – The Yokosuka 1st SNLF Paratroopers at Menado

Armies of Italy and the Axis

Italy - 1940-41: The Invasion of Greece, 1940-43: The War in Africa, 1941-43: The Eastern Front
Finland – Nov 1939-Mar 1940: The Winter War, Jun-Dec 1941: The Continuation War
Bulgaria – 1941-44: Occupation Force
Hungary – 1941-42: War in the East
Romania – 1941-43: Onward to the Caucasus!

Armies of Great Britain

1940 – Fall of France, 1940 – Dads Army, 1940-41 – East Africa, 1940-41 Operation Compass, 1940-43 Behind Enemy Lines, 1940-44 Raiders!, 1942 – Fall of Singapore, 1942 Operation Lightfoot

Armies of the Soviet Union

1941 – Barbarossa!, 1941 – Battle of Kiev, 1941 – Zukhov Takes Command,
1941-42 - Siege of Sevastopol, 1941 - Operation Typhoon, 1941-42 – Blitzfreeze,
1942 – Rzhev-Vyazma, 1942 – Second Battle of Kharkov, 1942 Battle of Voronezhv,
1942 – The Battle of Stalingrad

Armies of the United States

1942 – Operation Torch, 1942-43 - Guadalcanal

Armies of France and the Allies

France – 1939-40 – The Phoney war, 1940 – The Battle of France, 1940-42 – The Defence of Vichy
Belgium –1940- The Battle of Belgium
The Netherlands - 1940 - Battle of The Netherlands
Norway – 1940 – Battle of Norway
Poland – 1939 –The Battle of Poland
Greece – 1940-41 – Battle of Greece
Partisans/resistance – 1939-41 - Resistance

Latest FAQ to be used.

2. GAME TIME LIMIT

After two hours of gameplay, the game ends after current turn.

3. ARMY LIST

The players must write down the force list they are going to use for the duration of the entire day. Forces are to be made up using the 1939-1942 time period, so no late war kit please. They must leave a copy of their list with the organiser before the start of the day and retain a copy to show the opponent before each game.

4. MATCH-UPS

Using Swiss-system tournament configuration. Game 1 will be random matchings.

5. SCENARIOS

Scenarios will be specified on each of the tables and the instruction of the scenario will be provided. You will be assigned to a table for each game.

6. BEST FORCE ON PARADE

After Game two please setup your force on your current table for display if you are competing for Best Force on Parade, this is where the participants will vote on which army is their favourite in the tournament. Each tournament participant will have a vote and can nominate a best force, Judged on the force appearance (painting and conversions), theme of the army, and historical research (if presented).

7. TOURNAMENT POINTS (TP)

Victory is calculated as described in the Scenarios being played and tournament points are awarded primary scenario victory, draw, loss as per below.

Player wins primary scenario 3 TP

Player draws primary scenario 1 TP

Player losses primary scenario 0 TP

Each player also gains secondary points for the difference in units killed, these will be used for tie breaking situations.

8. WINNING THE TOURNAMENT

1st place: based on TP

2nd place: based on TP

3rd place: based on TP

Best Force on Parade: voted by all tournament participants, TO will tie break