

Tournament Rules Bolt Action Invasion 2019

1. FORCES

Players must use a **1,000-requisition points** force, consisting of one or more Reinforced Platoons, as presented in the Bolt Action rulebook (page 124). Armies can comprise of a **maximum of 12 Order dice** (i.e. 12 units).

These forces must be selected using one of the following army lists:

- The army list section of the Armies of Germany supplement book.
- The army list section of the Armies of United States supplement book.
- The army list section of the Armies of Great Britain supplement book.
- The army list section of the Armies of the Soviet Union supplement book.
- The army list section of the Armies of Imperial Japan supplement book.
- The army list section of the Armies of France and the Allies supplement book.
- The army list section of the Armies of Italy and the Axis supplement book.

2. GAME TIME

After two hours and 45 minutes of gameplay, the players must finish the current turn, and then the game ends automatically.

3. ARMY LIST

The players must write down the army list they are going to use for the duration of the entire tournament. They must leave a copy of their list to the referee before the start of the tournament. The force list is public and the opponent can always look at it and ask you questions about your force.

4. MATCH-UPS

The match-ups of Game 1 will be random. In the following games players will be matched using Tournament Points (TP) and Casualty points, as explained below.

5. SCENARIOS

The following scenarios will be played, as described in the BA rulebook, on table with terrain that has been pre-set by the organisers.

Game 1: Demolition.

Game 2: Top Secret

Game 3: Envelopment.

Game 4: Point Defence.

Game 5: Hold Until Relieved.

6. 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 3 TP

Draw 1PT

Loss 0 TP

In addition, players must also record how many requisition points of enemy units they destroy during their games. These destroyed enemies' points (let's call them 'Casualty points') are always added together in a running total and are used as a tiebreaker to pair players that are on the same level of Tournament points.

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

In case of more than two players on the same number of TPs, players will be matched in descending 'Casualty points' total.

If they have the same TP and Casualty points total, players will be paired in alphabetic order.

When two players that have already met in a previous turn are matched to play each other again, they must randomly select opponents from the players on the next table down. This rule does not apply on the top five tables during the last turn of the tournament.

7. 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.
- In case of same Casualty points total, we'll see if the players have played each other during the course of the tournament and the winner will be the winner of such match.
- If the players never met in the tournament, the tournament ends with a roll of a D6 each. The highest score is the winner.