



GOLDEN DOG TAG EVENT



GOLDEN DOG TAG EVENT 2019 WARLORD GAMES BOLT ACTION EVENT SUMMARY

Y-Con is proud to announce that it will host our first Bolt Action Golden Dog tag event. This event will test the skill and luck of every participant in what is bound to be an historic event. Your army must be painted to a minimum standard of 3 colors, plus a base. The base must be painted or flocked. No unpainted armies or figures will be allowed. All army lists must be submitted 2 weeks prior to the event , June 7, 2019.

All lists may be sent to tournaments@yarmouthcon.com with the subject line reading, "Y-Con 2019 Bolt Action Tournament Army List".

Failure to submit an army list before the above deadline will result in a 5% overall points deduction.

Army lists must be formed using a generic reinforced platoon or theater selector from appropriate supplement books. This is a 3 game event. Platoon specifics are as follows:

Players can have 1 reinforced platoon and 1 from a theatre selector / 2 platoons max.

Selected from:

“Armies Of” 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

“Theater Books”***

Empire in Flames
Battleground Europe
Germany Strikes
Osfront
Duel in the Sun New Guinea

***Units and Lists only, no optional
mission or terrain rule Army Points: 1250
requisition points
Order Dice:16



- No War Reporter units are allowed (This is an optional internet release).
- Only units listed in the appropriate army book or the official Warlord "Additional Units" PDF.
- Only veteran Panzer IV Ausf G, H, J receive the Tiger Fear special rule.
- Direct all questions regarding army builds to tournaments@yarmouthcon.com.

TERRAIN AND SCENARIOS

Terrain will be preset and locked by tournament organizers.

SCHEDULE

Saturday, June 21st, Wargaming Hall:

- Open 8:00-8:45 AM
- Check in 8:45-9:00 AM
- Welcome and Operation Briefing 9:00-10:30 AM
- Game One: 10:30-11:00 AM
- Break 11:00-1:30 PM
- Game Two: 1:30-2:30 PM
- Lunch Break 2:30-5:00 PM
- Game Three: 5:00-5:30 PM
- Break (not dinner!) 5:30-8:00 PM
- Awards 8:15 PM

WHAT TO BRING

- A good attitude: Don't be "that guy",
- Have fun!
- Rule book and army books.
- Copies of your army list: 1 for yourself, 1 for organizers, 1/opponent
- Measuring tools.
- Dice for your army!

All judges decisions are final. Please play responsibly.

Warlord FAQ and Errata <http://warlordgames.com/downloads/pdf/ba-errata.pdf>

DEPLOYMENT CLAUSE (Familiarize yourself, this is used in all missions).

This deployment clause applies to ANY and ALL missions. What this means is this is the same deployment protocol for all the missions used, UNLESS the mission specifically makes exceptions.



Both players roll a die. The highest rolling player chooses a deployment zone, the other player sets up in the opposite zone. The player who chose their zone first, deploys his force first.

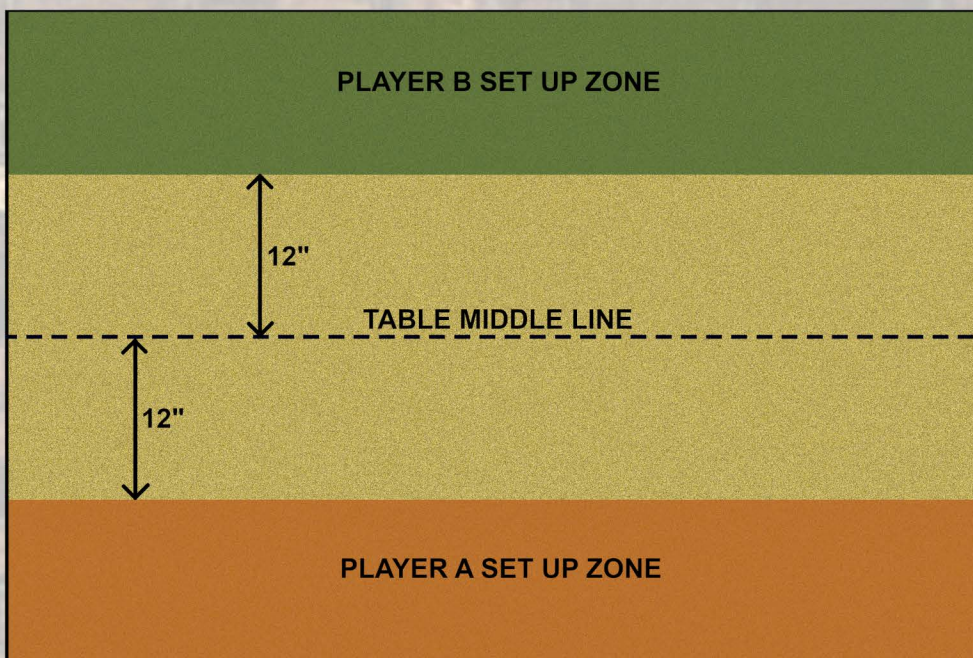
Both players may keep up to half their units in reserve, rounding down. Any and all units not in reserve are deployed in the established zones as per the mission.

Reserves may outflank unless specified in the mission.

Spotters, observers, and snipers are deployed after both players have placed their nonreserved units. As per the rules on page 131.



SCENARIO 1 - NO MAN'S LAND



The two armies have been facing each other off for days now. But today, at the first light of dawn, the time has come to break the impasse – the battle soon escalates as both sides try to crush the enemy.'

SET-UP

Both players roll a die. The highest scorer picks a long table side and declares which of his units (if any) are being left in reserve (see page 123 in the Bolt Action 2nd Edition rules) – this can be up to half of the units in his army, rounding down. The other player then does the same. Once the players have declared which units are left in reserve, they deploy their other units. Both players put an Order die in the bag for every unit that is not in reserve and therefore needs to be deployed. Then draw a die and the player whose die has been drawn must deploy one of his units, at least 12" from the table middle line (see map). Units can use the hidden set-up rules (see page 131 in the Bolt Action 2nd Edition rules). Continue to do this until all units that are not in reserve have been set-up.

OBJECTIVE

The objective is simple – both sides must attempt to destroy the other whilst preserving their own forces.

SCENARIO 1 - NO MAN'S LAND

PREPARATORY BOMBARDMENT

Both players roll a die. On a 2+, a preparatory bombardment strikes the enemy positions (see page 131 in the Bolt Action 2nd Edition rules). On the result of a 1, the barrage fails to materialize, but you have your orders and the attack must go ahead as planned.

FIRST TURN

The battle begins. During turn 1, visibility is limited to 24". Alternatively, players may agree to use the Reduced Visibility rules for Dawn Assault games (see page 219 in the Bolt Action 2nd Edition rules).

GAME DURATION

Keep a count of how many turns have elapsed as the game is played. At the end of turn 6, roll a die. On a result of 1, 2, or 3, the game ends. On a roll of 4, or 6, play one further turn.

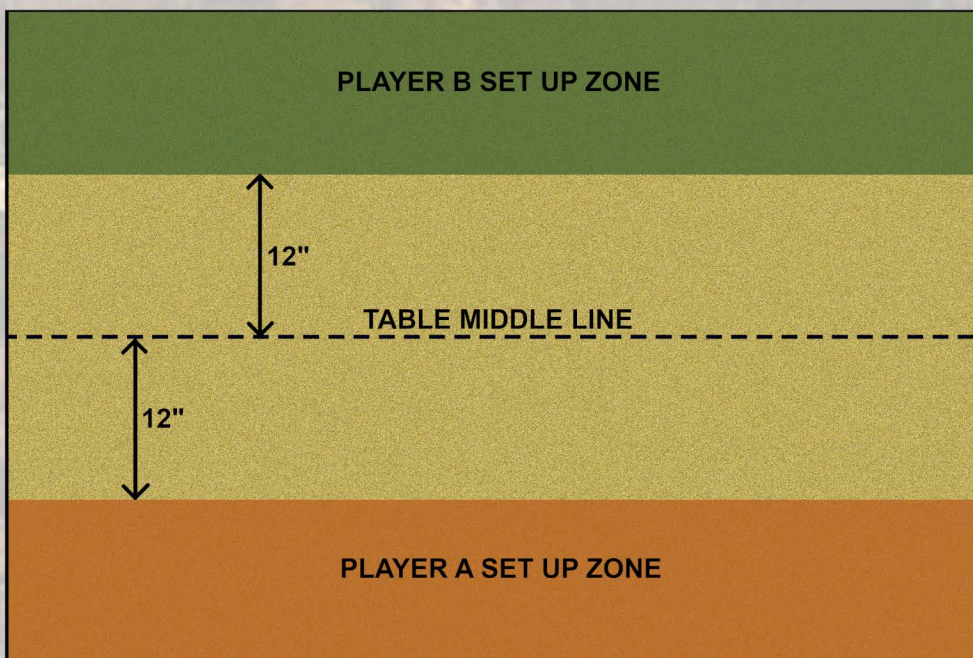
VICTORY!

At the end of the game, calculate which side has won by adding up victory points as follows. If one side scores at least 2 more victory points than the other then that side has won a clear victory. Otherwise, the result is deemed too close to call and honours are shared – a draw!

Players score 1 victory point for every enemy unit destroyed.



SCENARIO 2- DOUBLE ENVELOPMENT



Seizing terrain fast is key to strategic victory.

SET-UP

Both players roll a die. The highest scorer picks a long table side and declares which of his units (if any) are being left in reserve (see page 123 in the Bolt Action 2nd Edition rules) – this must be half of the units in his army, rounding down. The other player then does the same. Once the players have declared which units are left in reserve, they deploy their other units. Both players put an Order die in the bag for every unit that is not in reserve and therefore needs to be deployed. Then draw a die and the player whose die has been drawn must deploy one of his units, at least 12" from the table middle line (see map). Units can use the hidden set-up rules (see page 131 in the Bolt Action 2nd Edition rules). Continue to do this until all units that are not in reserve have been set-up. Reserves are not allowed to outflank in this scenario.

OBJECTIVE

Both players must try to move as many of their units into the opponent's set up zone or even off of the opposing side's table edge. Note that in this scenario, units are allowed to deliberately move off the table from the opponent's table edge to reach their objective. To do so, they only need to move into contact with the opponent's table edge.



SCENARIO 2 - DOUBLE ENVELOPMENT

FIRST TURN

The battle begins. There is no first wave in this scenario. All units not held in reserve are deployed at the start of the game.

GAME DURATION

Keep a count of how many turns have elapsed as the game is played. At the end of turn 6, roll a die. On a result of 1, 2, or 3, the game ends. On a roll of 4, or 6, play one further turn. If there is a turn 7, roll a die at the end of the turn. On a result of 1, 2, or 3, the game ends. On a roll of 4, or 6, play one further turn.

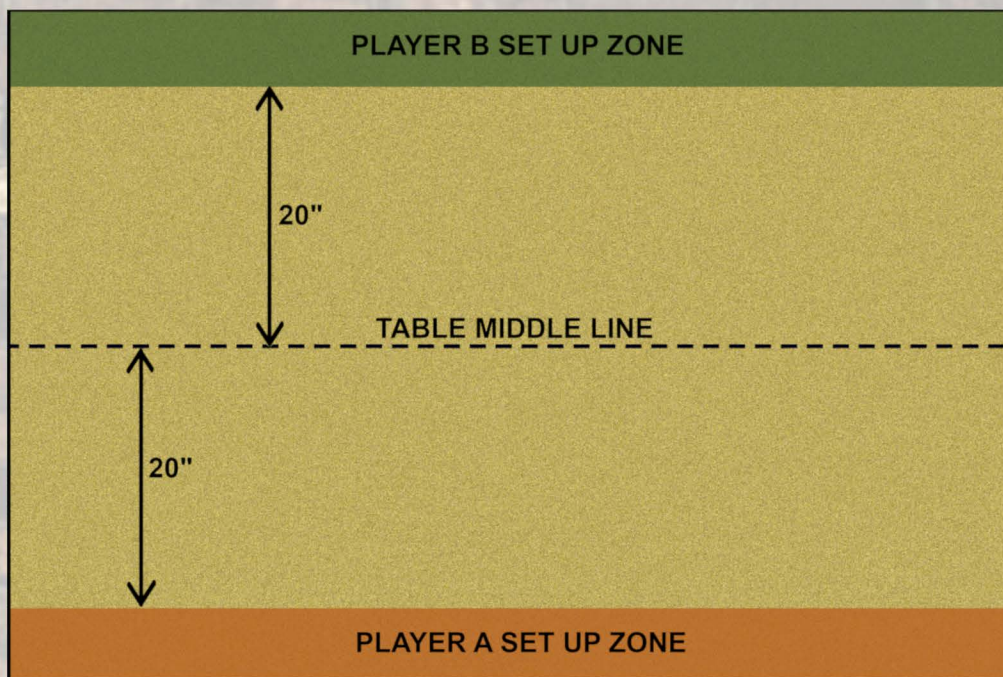
VICTORY!

At the end of the game, calculate which side has won by adding up victory points as follows. If one side scores at least 2 more victory points than the other then that side has won a clear victory. Otherwise, the result is deemed too close to call and honours are shared – a draw!

You score 1 victory point for every enemy unit destroyed. You also score two victory points for each of your own units that is inside the defender's set-up area (even if only partially), and 3 victory points for each of your own units that has moved off the enemy table edge before the end of the game.



SCENARIO 3- DEMOLITION



Our scout planes have pinpointed the enemy HQ, your objective is to reach the enemy position and destroy it. Strong enemy resistance is to be expected, so you must attack in force, but do leave a portion of your force behind in order to defend our own artillery emplacements.

SET-UP

Both players roll a die. The highest scorer picks a side of the table and places his base in his set-up zone, up to 20" away from the table middle line (see map). The other player then places his base in his set-up zone in the same way.

These 'bases' should be represented by a model command post (tent, dug-out, command vehicle, etc.), or similar element (e.g. building, fuel dump, radio mast, etc.), or even just a token - the important thing is that both players clearly identify their bases at the start of the game.

The highest scorer declares which of his units (if any) are being left in reserve (see page 123 in the Bolt Action 2nd Edition rules) - this can be up to half of the units in his army, rounding down. The other player then does the same. Once the players have declared which units are left in reserve, they deploy their other units. Both players put an Order die in the bag for every unit that is not in reserve and therefore needs to be deployed. Then draw a die and the player whose die has been drawn must deploy one of his units, at least 12" from the table middle line (see map). Units can use the hidden set-up rules (see page 131 in the Bolt Action 2nd Edition rules). Continue to do this until all units that are not in reserve have been set-up.



SCENARIO 3 - DEMOLITION

OBJECTIVE

Both sides must destroy the enemy base. A base is destroyed if, at the end of any turn, any enemy unit is touching the base. Enemy transports cannot be used to destroy a base although a transport vehicle carrying enemy troops can.

FIRST TURN

The battle begins. There is no first wave in this scenario. All units not held in reserve are deployed at the start of the game.

GAME DURATION

Keep a count of how many turns have elapsed as the game is played. At the end of turn 6, roll a die. On a result of 1, 2, or 3, the game ends. On a roll of 4, or 6, play one further turn. However, if the player destroys the enemy base, the game will end at the end of that turn – so you have only to the end of the turn to try to destroy the enemy base or you will lose the game.

VICTORY!

If at the end of any turn one player has destroyed his opponent's base while his own still stands, then that player is the winner. Otherwise the game is a draw.

