



Britcon Players pack 2016

This pack contains all your needs for the Bolt action event for Britcon 2016 inside the pack you will see the following:

- Army list composition
- Terrain definitions
- Mission definitions – including fixed objectives and mission tweaks
 - Scoring system
- Mission that will be played

All tables will have a mission set out for that table as per the feedback from BHGS entries from last year, these missions will be taken from any of the books (main rule book, plus the additional mission at the end of this pack) and use the mission rules that are set for them. So choose your army wisely.

For this event we'd like to make sure that forces, so far as possible, represent ones that are as plausible as possible for a game that has WWII as its theme. While imperfect, this will help to mitigate the impact of some of the more problematic units in the game without resorting to house rules or 'comping'. We'd really encourage players to go 'as themed as possible', and if you want to do a specific unit at a specific time and place (a reinforced platoon from Johnny Frost's Bn at Arnhem, for instance, or maybe a Panzer Zug from the 21st Panzer Division in 1941, or whatever) then crack on and we'll be suitably impressed (and there might be a prize for 'Best Force' or similar in the mix to reward that). But if all you want is a force that looks right for the time and place for your chosen nation, that's fantastic too.

We've found that the overwhelming majority of forces fit into this structure with little or no tweaking.

If time's limited or historical research isn't your strong suit then the guidelines are designed to help you and the event organisers will be very happy to offer any assistance they can if desired - remember this is aimed at improving everyone's enjoyment, it's not meant to be a chore.

How to pick your force for this event:

- One list of 1000 points and one list of 1250 points.
- No more than the set amount of points may be spent on the army as per the guidelines provided on page 124 of the Bolt action rulebook.
- Pick a nation from any of the countries currently represented in Warlord Games publications (including pdfs)
- Pick a front from: Balkan, Eastern, Italian, North African, Northern China, North-west European, Pacific, SE Asian (obviously this must be a front where your chosen nation fought)
- Pick a year (again, obviously a year where your chosen nation was actually fighting on your chosen front.
- Build your force to the prescribed points total using your chosen nation with either the generic selector or a theatre selector or pdf 'force' selector that covers your chosen year. But you may only use options that actually were present in your chosen year on your chosen front. This isn't as hard as it might seem at first; the theatre selectors give a good guide and most of the vehicles have a range of years in which they saw service. Your event organiser will be happy to provide assistance and advice if you're in any doubt.
- No special characters or tank wars skills allowed.

Example 1

- Chosen Nation: Germany (this restricts the player to Eastern, Balkan, Italian, North African and North-west Europe).
- Chosen Front: North African (this means the player will be taking an Afrika Korps list so ideally his army will be modelled and painted in that style. It also restricts the years to 1941, 1942 or 1943)
- Chosen Year: 1942 (this impacts on the specific units available. the Rommel's Defeat theatre selector will provide a good starting point for options).

Example 2

- Chosen Nation: Great Britain (allowing all front options except Northern China - remembering the Australians fought in the Pacific and are covered by the GB book and Eastern)
- Chosen Front: SE Asian (allowing all years from late 1941 to 1945)
- Chosen Year: 1944 (the Burma theatre selector is a good starting point for unit choices but as not all of these units fought in SE Asia, the event organiser might give feedback if inappropriate one's creep to the list. Most players will probably want to use the generic selector for this sort of force though as the theatre selector heavily and unnecessarily restricts the core choices far beyond the historical)

Example 3

- Chosen Nation: Finland (meaning Eastern Front becomes the only choice)
- Chosen Front: Eastern (however this allows all years 1939-45)
- Chosen Year: 1939 (this will be a Winter War themed list and the selector of that name is again a good starting point for list construction).

Armies must be drawn from the following books

- Armies of Germany Book.
- Armies of the United States Book.
- Armies of Great Britain and Commonwealth Book.
- Armies of the Soviet Union Book.
- Armies of France and her Allies.
- Armies of Imperial Japan.
- Armies of Axis and her Allies.
- Tank Wars.
- D-Day to Berlin.
- Ostfront.
- Germany Strikes.
- Empire in Flames
- Duel in the Sun
- Additional Units (PDF's –including the warplane rules).

All list to be submitted by the 13th July to gazbetts@gmail.com or via the boltaction easy army page.

Games will (generally) be 2:15 hours in length.

Friday nights games will count towards your overall score for the event with you being able to take you best score from Friday evenings games(if you play more than one) Player registration on Friday must be completed by 2000hrs.

With all games starting @0830hrs on Saturday with the players briefing just before.

Game 1 0830 – 1045

Dinner – 30 Minutes

Game 2 1115 -1330

Break – 15 Minutes

Game 3 1345 – 1600

Break – 15 Minutes

Game 4 1615 - 1830

Sunday

Game 1 0830 – 1045

Dinner – 30 Minutes

Game 2 1115 -1330

Break – 15 Minutes

Game 3 1345 – 1600

Terrain Definitions.

At the BHGS we only have a few definitions for terrain and follow below.

- Area terrain such as woods will be made by either groups of trees placed either on Brown or Sand bases with trees placed on them any trees that are not on these bases will be played as single trees.
- Any area terrain with trees on will block line of sight from one side to the other, once a unit has entered the area terrain it can be seen and targeted with the relevant modifiers (-1 soft cover).
- All area terrain is rough ground.
- Hills block line of sight from one side to another any hill with a sheer face are **Impassable** to all units within the game.
- Rivers are only crossable at ford points and bridges unless amphibious vehicles are crossing.
- Swamps: All Swamps are Rough Terrain, Impassable to artillery & vehicles & provide soft cover for Infantry.

Mission Definitions.

- **Top secret** – the objective will be placed on the table and will not be able to be moved – so the mission will be changed to the winner will be the person who holds the objective at the end of the game.
- **Envelopment** – On envelopment to aim for fairer gaming no units will be able to enter and exit the table on the same turn.
- **Point defence** – As this mission will normally turn into a draw for both sides. The BHGS team have decided to change this so that for an Attacker victory the attacker **before** the defender deploys their force the attacker must write down which objective they want to capture for the win.
- **All missions with objective markers will be setup before each game and can't be moved.**
- Each table will have a secondary objective on the table as well which will be something to capture or hold to gain additional points

Scoring system.

The scoring system is as follows;

- **3** Points for a win
- **1** Point for a Draw
- **0** Points for a Loss
- **1** Point for any secondary objective taken or held at the end of the game

Mission to Be Played.

SCENARIO 1: ENVELOPMENT

SCENARIO 2: MAXIMUM ATTRITION

SCENARIO 3: POINT DEFENCE

SCENARIO 4: HOLD UNTIL RELIEVED

SCENARIO 5: TOP SECRET

SCENARIO 6: DEMOLITION

SCENARIO 7: SEIZE AND HOLD

SCENARIO 8: KITTYHAWK DOWN

SCENARIO 9: HEARTBREAK RIDGE

SCENARIO 10: FRONTAL ASSAULT

Mission setup guide for scenario's 7-10. ALL MAPS AVAILBLE VIA BOLTACTION.NET

SCENARIO 7: SEIZE AND HOLD

Set Up

Both sides roll a dice to determine who the attacker is and who the defender is.

The player with the higher roll is the attacker.

The attacker chooses a table edge to attack from. The defender then chooses one of the table quarters on the opposite side of the table to defend. The attacker attacks from the opposite table quarter.

Starting with the defender, both players deploy an objective in their table quarter. Next, starting with the defender, both players place an objective in their opponent's table quarter. Objective's must be at least 8 inches away from all table edges, center lines, or other objectives.

The Defender nominates half their troops, rounding down, to start the game on the board. The remaining troops start the game in reserve.

Then, the Attacker nominates half their troops, rounding down, to start the game on the board. The rest of his troops are deployed in reserves.

Starting with the Defender, players alternate deploying their units on the board in their table quarter. Units may not be deployed within 8 inches of the 4 foot canter line.

Reinforcements arrive from each player's own table edges.

First Turn

Players may begin rolling for reserves on turn one at a -1 modifier for reserves. Thereafter, reserves are rolled for as normal.

Game Duration

The game ends at the end of turn six, unless the game is extended. At the end of turn six roll a die. On a 1-3 the game ends. On a 4-6 play one more turn.

Objective

Both sides are trying to control the objectives. An objective is controlled if at the end of a turn a friendly infantry, tank, or artillery unit is within 3" of an objective and there are no enemy infantry, tank, or artillery units within 3" the objective. Empty transports cannot control objectives. Once a player controls an objective, it is in their control until it is taken or challenged by their opponent.

Victory

The player controlling the most objectives at the end of the game wins.

If players control the same number of objectives at the end of the game count the number of units each side lost, excluding transports. The side that lost more units loses the game. If players lose the same number of units, the game is a tie.

SCENARIO 8: KITTYHAWK DOWN

Set-up:

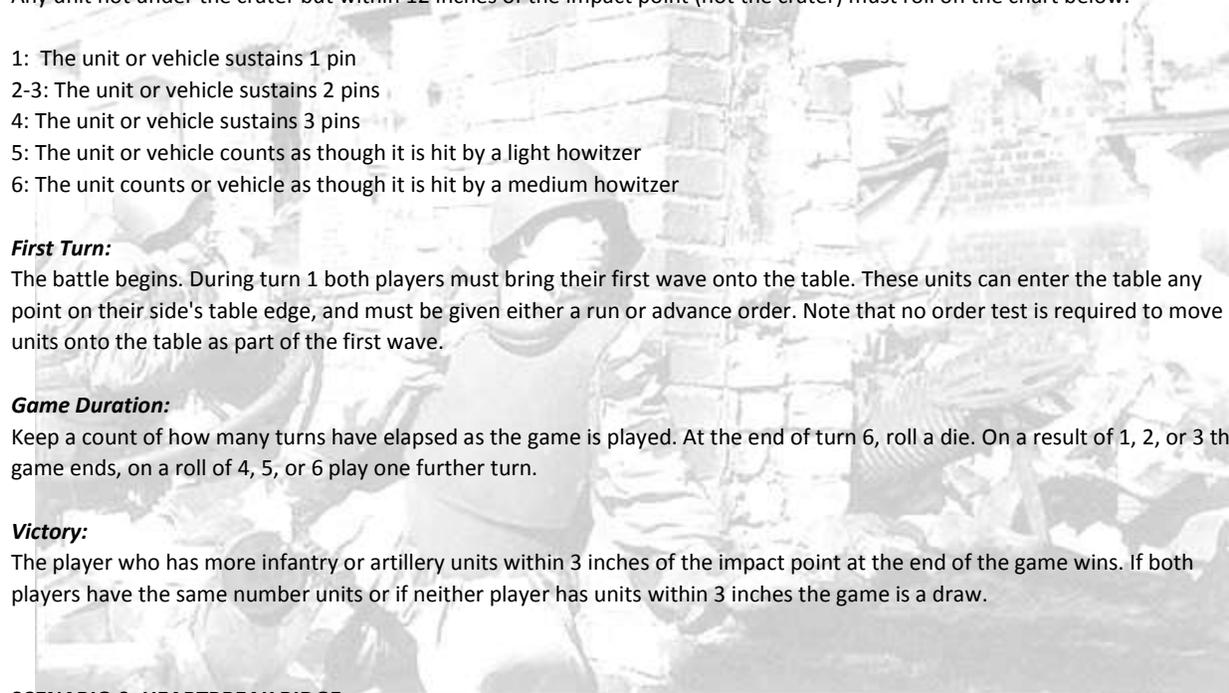
Both players roll a die. The highest scorer picks a table side.

No units are set up on the table at the start of the game. Both sides must nominate at least of their force to form their first wave. This can be the entire first wave if desired. Any units not included in the first wave are left in **reserve** (See reserves on page 199 on the rulebook).

Objective:

The Kittyhawk crashes at the beginning at turn 4 before any dice are pulled. Nominate one side of the board (the left side of the board or the right). On the roll of a 1, 2, or 3 the plane comes in on the nominated side. On the roll of 4, 5, or 6 it comes in on the opposite side. Roll ten, six sided dice and add up the results. Measure that distance, in inches, from the determined side of the board. Place a crater at centres on the impact point exactly 24 inches from both long table edges. Craters should be roughly the size of a compact disc or DVD.

Any unit under the crater when it lands counts as getting hit by a medium howitzer (having a crashing plane land on you hurts!). Any unit not under the crater but within 12 inches of the impact point (not the crater) must roll on the chart below.

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- 1: The unit or vehicle sustains 1 pin
 - 2-3: The unit or vehicle sustains 2 pins
 - 4: The unit or vehicle sustains 3 pins
 - 5: The unit or vehicle counts as though it is hit by a light howitzer
 - 6: The unit counts or vehicle as though it is hit by a medium howitzer

First Turn:

The battle begins. During turn 1 both players must bring their first wave onto the table. These units can enter the table any point on their side's table edge, and must be given either a run or advance order. Note that no order test is required to move units onto the table as part of the first wave.

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, 5, or 6 play one further turn.

Victory:

The player who has more infantry or artillery units within 3 inches of the impact point at the end of the game wins. If both players have the same number units or if neither player has units within 3 inches the game is a draw.

SCENARIO 9: HEARTBREAK RIDGE**Set-Up:**

This mission uses 3, 40mm objectives.

One objective is placed in the center of the table. Then, using this center point, the board is divided into 4 equal sized quarters.

Both players roll a dice. The highest scorer decides whether to be the attacker or the defender. The defender picks a quarter of the table and places one of the remaining two objectives in this quarter. The objective cannot be within 15 inches of the center of the board and cannot be within 6 inches of any board edge. The attacker then places the last objective in the diagonally opposite table quarter. This objective also cannot be within 15 inches of the center of the board and cannot be within 6 inches of any board edge.

The defender must then deploy one infantry unit and infantry or artillery unit in his table quarter. These units cannot be deployed within 12 inches of the middle of the board. He must then nominate up to half of his remaining forces to come on the

board in his first wave. All other units are left in **Reserve** (See Reserves on page 119 of the rulebook). The attacker must then follow the same steps in his table quarter.

Objective:

The aim is to hold the most objectives at the end of the game. To claim an objective there must be a model from one of your infantry or artillery units within 3 inches of the objective and there must be no enemy infantry or artillery models within 3 inches of the objective.

The objective in your own table quarter is worth zero objective points. The objective in the center of the board is worth one objective point. The objective in your opponent's table quarter is worth two objective points.

First Turn:

The battle begins. During turn 1 both players must bring their first wave onto the table. These units can enter the table from any point on their side's table edge, and must be given either a run or an advance order. Note that no order test is required to move units onto the table as part of this first wave.

Game Duration:

Keep a count of how many turns have elapsed as the game is played. At the end of turn 6, roll a dice. On a result of 1, 2, or 3 the game ends. On a roll 4, 5, or 6 play one further turn.

Victory!

The side with the most controlled objective points at the end of the game is the winner. If no side controls any objective points the game is a draw.

SCENARIO 10: FRONTAL ASSAULT

Set Up

Both sides roll a dice to determine who the attacker is, and who the defender is. The player with the higher roll chooses to either attack or defend. The attacker divides the diagonally from one table corner to the opposite table corner, and the defender chooses which long table edge to defend. Players' deployment zones are 12" from the diagonal line dividing the board, on their half of the table.

There are three objectives. Two objectives must be deployed in the defender's deployment zone. These objectives must be placed at least 8" from the table edge. The last one is placed in no man's land, and must be touching the diagonal center line. Objectives must be at least 8" apart. Objectives should not be larger than 60mm in diameter. The defender deploys the first and third objective. The attacker deploys the second objective.

The defender nominates half of their troops, rounding up, to start the game on the board. The remaining troops start the game in reserve. The attacker then nominates half his troops rounding up to start the game on the board. The rest of his troops are deployed in reserves or outflank.

Then, starting with the defender, players alternate deploying their units one at a time until all units starting the game on the board are deployed.

Game Duration

The game ends at the end of turn six, unless the game is extended. At the end of turn six roll a die. On a 1-3 the game ends. On a 4-6 play one more turn.

Objective

Both sides are trying to control as many objectives as possible by the end of the game. An objective is controlled if at the end of a turn a friendly infantry, tank, or artillery unit is within 3" of an objective and there are no enemy teams that can capture and objective within 3" of the objective. Once a player controls an objective the opposing player can capture the objective by ending their turn within 3" of the objective with no enemy units within 3". Until that happens, their opponent controls the objective. Transports cannot capture, or control an objective. The two objectives that start the game in the defender's deployment zone start the game controlled by the defender.

Victory

The player controlling the most objectives at the end of the game wins. If both players control the same number of objectives at the end of the game, count the number of units each side lost. The side that lost more units loses. If both players lose the same number of units, the game ends in a draw.

