

The Ribble Warriors Present:

## **The Ribble Bolt Action Rumble**

The Ribble Warriors are proud to announce its first Bolt Action event: Ribble Bolt Action Rumble. This will take place on 2/3 August 2014 in the Students' Union Atrium, Preston.

Tickets for the weekend cost £22 and are available via Bannockburn or Rich H on the Warlord Games forum. They are also available through the Ribble Warriors Forum.

Initially we are offering 8 Allied and 8 Axis places – more tickets may be available if these places are filled.

Ticket price includes free tea and coffee. Food is available from a variety of local outlets.

### **The Structure of the Day**

Registration will be from 0900

The tournament will comprise of five games:

Saturday: 0930 – 1200 Game 1 1300 - 1530 Game 2 1600 – 1830 Game 3

Sunday: 1000 – 1230 Game 4 1300 – 1530 Game 5 1600 - Presentations

Games will be limited to a maximum of 2 hours 30 mins and timings will be adjusted where possible to bring things forward. We are free to adjust our timings to suit our games but will have to wait for the other systems before the presentations!

Results will be calculated as follows:

Win 3 points

Draw 1 point

Loss 0 points

Tournament points are also available for minor objectives – details below.

In the event of a tie then cumulative scenario victory points will be used.

### **Prizes**

Warlord Games have most graciously provided a selection of prizes for the event.

The main prizes will be Top Allied, Top Axis and Best Army. This is to fit in with the Ribble Rumble format (There are some other lesser games being played too).

Players will be asked to vote for their favourite army, this includes not only the painting but the composition and for the most sporting commander.

The main Ribble Rumble prizes will be supplemented by Bolt Action specific prizes for Second and Third Allied and Axis places, most sporting player and other things depending on prize availability.

## **Order of battle**

To take part you will need a 1000 point force chosen from any of the published "Armies of..." books or if you feel that your army is not adequately represented then please contact us and we'll see what we can work out.

Multiple platoons are allowed and theatre selectors may be used.

Special characters may not be used.

Players can expect to fight in attack and defence as well as meeting engagements.

Army lists must be submitted no later than 4 July to allow checking.

Wherever possible, opponents will be Axis vs Allies, matched by theatre and fight on appropriate boards where possible.

Army lists to be submitted by 12<sup>th</sup> July for checking.

Please bring a copy of the Main Rule Book, the appropriate Armies of... book, a copy of the Errata/FAQ, several copies of your army list, order dice (Two sets ideally) and an appropriate dice bag.

## **Rules Clarifications**

- Medics on the Western Front are non-combatants and cannot fight in any way nor be fired upon (They will surrender if assaulted!) Eastern front and Pacific theatres are different...
- Transports may be provided with one extra crewman who occupies a seat in the transport to fire one on board weapon. The vehicle still counts as unoccupied and the extra crewman cannot disembark. 7 points for inexperienced, 10 points regular, 13 points veteran.
- The loader of a squad team weapon is a specialist who should be identified at the beginning of the game and cannot be replaced.
- Vehicle mounted flamethrowers are 9" range and gain the unreliable rule (when the vehicle takes one or more pins from enemy fire it gains an additional pin).
- Recce vehicles that are down may not make escape moves.
- Inexperienced indirect fire suffers -1 to hit (So first round is 7+ to hit).
- Units may not enter and leave the table on the same turn.
- Platform mounted AA weapons have a 360 fire arc. The gun must be turned to directly face its target to determine gun shield protection arcs.
- Weapons that cannot be moved by their crews must have a tow.
- Buildings (not bunkers) can be targeted; all troops in a building that is hit will suffer pins but no damage. HE can destroy buildings as normal. Multiple launchers can target occupants only.

Try and resolve any rules disputes in a mutually agreeable way but if terminally stuck please ask one of the organisers for a definitive decision.

## **Major Objectives**

Scenarios will be specified by the table to ensure the terrain is appropriate to the objectives. Written instructions will be provided explaining the objective for each table.

The scenarios will be modified main rule book missions.

## **Minor Objectives**

In addition to the major objectives a series of minor objectives will be available to every player to achieve over their five games. Each objective can be claimed once over the weekend and only one can be claimed per game as verified by your opponent. Achieving a minor objective will provide 1 Tournament point. This is to encourage players to try things that might be out of their usual comfort zone.

**Smash and Grab** – Defeat an enemy officer in assault.

**Give no quarter** – Destroy 75% or more of the enemy units in the game.

**Not one step back** – Win a scenario with 25% or fewer friendly units still represented on the table at the end of the game.

**Against the odds** – Win a scenario with 75% or more friendly units still represented on the table at the end of the game.

**Suppressive fire** – Destroy an enemy unit with pins (not failed morale test).

**Panzerknacker** – Destroy an enemy armoured vehicle with a shooting attack or assault (not pins, air strike or artillery strike).

**Precision Strike** – Destroy the table's special objective (Stationary vehicle, armour 9+, any penetrating hit destroys it). The special objective will be separate to the scenario objective.

**Demolition crew** – Level a building or set one on fire (or both if you must).

## **Terrain**

Each table will have a card describing the terrain features and scenario but please discuss the terrain on the table with your opponent before the game to avoid misunderstandings.