



Derby Players pack 2015

This pack contains all your needs for the Bolt action competition for Derby 2015 inside the pack you will see the following:

- Terrain Definitions
- 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 the rulebook, so choose your army wisely.

What you can field - Army Restrictions

When designing your forces, you'll need to make sure they fit in with the following tournament rules.

Bring a 1250 points army list (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). This may not consist of more than **3** platoons (any mix of reinforced and armoured platoons).

The list needs to be submitted by no later than 13th September via email to gazbetts@gmail.com or via <http://boltaction.easyarmy.com>

Armies must be drawn from the following books

- Armies of Germany.
- Armies of the 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.
- Tank Wars
- Additional Units (PDF).

Games will (generally) be 2 hours in length with 5 games being played over the two day's dependent on the schedule of the Debry event an update will follow on this.

Terrain Definitions.

At the BHGS we only have a few additional definitions for terrain:

- Hills block line of sight from one side to another. Any hill with a sheer face is **Impassable** to all units in the game.
- Rivers are impassable and are only crossable at ford points (rough ground) and bridges (open ground). Amphibious vehicles treat the entire river as open ground.
- Swamps: All Swamps are rough ground, impassable to artillery & vehicles & provide soft cover for Infantry.

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* controlled at the end of the game

*Secondary objectives are a model or terrain element that are placed by the organizers on each table and are pointed out during the briefing in the morning. These are controlled in the same way as the objective in the Hold Until Relieved mission.

Missions 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

