



# Action – NiCon 2019

Entry form is to be emailed to Rob Shirley [rashirley54@gmail.com](mailto:rashirley54@gmail.com) by Sun 28 April 2019.

Entry fees to 06 0996 0309939 00, ensure **your name** and reference to **BA** is included.

BA Army List to Umpire, Al Mundell [mundells@slingshot.co.nz](mailto:mundells@slingshot.co.nz) by Sunday 26 May 2019.

Dates: Saturday and Sunday 1 and 2 June 2019 (Queens Birthday)

Location: Wanganui City College, Whanganui

Table per 6 x 4' playing surface.

Hall Open times: Friday 4:30 pm to 8pm, Saturday 7am to 6pm, Sunday 7:30 to 5:30pm

## FORCES

Max 1,000 point force, consisting of one Reinforced Infantry Platoon. No multiple platoons permitted. Forces can be selected using one of the army supplement books from a Theatre Selector or the Generic Reinforced Platoon selectors. Campaign book units & selectors and Warlord Games Bolt Action additional unit PDF only, can be used subject to TO approval. There are no period or order dice restrictions.

Players are encouraged to make their force historically accurate to the period their army is supposed to represent. Pick a Date / Battle / Theatre (with an emphasis on Historical forces). Note that the emphasis is on historical & fun gaming, it's not about making killer lists, so bring a list that won't spoil everyone's day.

Please use easyarmy list format where possible. <http://boltaction.easyarmy.com/>

- Please submitted your list to the Bolt Action umpire once registered, the final date to **register** for the event is **Sunday 28 April 2019**. Lists in by **Sun 26<sup>th</sup> May 2019**. Your list will be checked for inaccuracies and that they are legal to the platoon selector chosen. Please bring one copy or more to show each opponent before every game, along with V2 Rules, latest FAQ, your army supplement book(s), Dice, measuring Tape, & your Army, etc.

## TIMETABLE

**Saturday** Morning Setup: (Hall opening 7:00am for Terrain set up, to be completed prior to 8:30am)

8:30 am – Final Terrain Setup / Check In / Scenario allocation

8:45 am – Briefing / First Draw

9:00 am - Game 1 (Ending 11:30am)

Lunch / Next Draw

12:00 noon - Game 2 (ending 2:30 pm)

3:00 pm - Game 3 (ending 5:30 pm) - Out of Hall by 6 pm

## Sunday

8:45 am – Briefing / First Draw

9:00 am – Game 1 (Ending 11:30am) Leave Army Set up on table...

Army parade ground viewing/voting / Lunch / Next Draw

12:00 noon - Game 2 (ending 2:30 pm)

Best Sporting Player voting

3:00 pm Packaway Models, Terrain & Tables not required for Monday multi-play (complete before prizegiving)

3:30pm Prize Giving - (Out of hall by 5:30pm)

## GAME TIME LIMIT

2 ½ hours of gameplay, the game ends at 2 ½ hour limit regardless of unit dice remaining of current turn (Game over man, its game over). Score game as is, subject to Scenario scoring.

#### **MATCH-UPS**

First round will be using Historical matchups and player club considerations where possible. Subsequent rounds will continue to utilise historical mix where possible, while still endeavouring to match top scorers.

#### **SCENARIOS**

Scenarios will be specified for each round, taken from the main Rule Book.

#### **TERRAIN**

Please indicate if you have terrain and or table cloths that you are willing to provide for the event/s so we can plan themed tables to match selected lists. Once set up, Terrain will be locked by the Umpire.

#### **ARMY PARADE GROUND**

Army entering the event will be expected to be painted (3 colours minimum on each model/unit).

After Sundays Game One /prior to lunch, Players are to setup forces for display for the Army Parade Ground award, this is where the participants will vote on which army is their favourite in the event (other than their own). Each participant will have a vote and can nominate a best force, Judged on the force appearance (painting and conversions) and the theme of the army. Note, players may NOT vote for their own army.

#### **EVENT VICTORY POINTS (VP)**

Victory is calculated as described in the Scenarios being played and Victory Points are awarded primary scenario victory, draw, loss as per below.

Player wins primary scenario 3 VP

Player draws primary scenario 1 VP

Player losses primary scenario 0 VP

Each player also gains secondary points for the difference in points value of units killed &/or failed to turn up. These will be used for tie breaking situations. In addition any unpainted or undercoated only models/units will be counted as casualties at the end of a game. (So Get painting soldiers!) Dice killed and own dice lost will also be recorded.

#### **WINNING THE EVENT**

The following accolades that may be up for grabs at the NiCon 2019 event:

This depends on the number of entries ...

Army Parade Ground award: voted by all event participants, based on army appearance. (Umpire will tie break)

The War Historian award: This will be Judged by the event organisers on the armies overall theme & historical research, regardless of effectiveness, (if players provide a summary of the history/background of their army).

Best Sporting Player based on highest sportsmanship vote. (Umpire will tie break)

Bolt Action Champion: based on highest VP combined score

Dunkirk award: Based on lowest VP combined score (*or Minties Moment - most Hard Luck moment*)

Please note that a player will not be able to win multiple awards (more prizes for all, Hussar!).

#### **PRIZES/SPONSORSHIP**

Depending on the numbers attending, the club may provide some spot prizes and or may also have secured additional sponsorship.

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