



Prize support provided by:



Operation Phoenix: A Bolt Action Tournament – Dragon Fall 2019

Event summary

Lists must be submitted to Andrew and Dexter for review no later than **Tuesday, Oct. 1, 2019**. Send your lists to chicagodiceteam@gmail.com for review. We recommend using [Easy Army](#) to create and save your list.

For the latest announcements, tournament updates and a place to ask questions, visit the [Operation Phoenix - A Bolt Action Tournament Facebook group](#).

Players will participate in a total of five games across two days. Each game will be three hours long with breaks between games.

Terrain will be preset and locked by Tournament Organizers.

What to Bring:

- A good attitude
- Bolt Action rulebook and “Armies of...” book / Campaign book for your army
- Seven copies of your army list: One for yourself, one for the TOs, one per opponent
- Measuring tools (tape measure and templates)
- Dice and your own Order Dice
- Your army!

The models used in your army must comply with the Tabletop Standard (all models **must** be WYSIWYG, three-color minimum and based). Unpainted or unbased models will not be allowed.

Dragon Fall Tournament Judges' and Officers' rulings are final and arguments or poor conduct by players will not be tolerated. Dragon Fall reserves the right to remove players from the tournament or Dragon Fall itself with no refunds allowed.

Army building requirements

- Army lists must be formed using 1-2 Infantry Platoons of no more than 1,000 points
- Platoons **must** be created using a [listed Theater Selector](#)
- If using two Platoons, each Platoon must be the **same** Theater Selector
- Units from all **second edition** “Campaign” books are allowed
- Units in the Warlord Games Additional Units PDF are allowed
- 16 Order Dice cap
- The War Reporter or “Cameraman” rules are not allowed in this event

Grudge matches

- Not only are they allowed, Grudge Matches are encouraged! Let Andrew or Dexter know via email or the [Operation Phoenix - A Bolt Action Tournament Facebook group](#) if you have a grudge to settle for Game 1 (both players must agree).

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Scoring

The event will consist of five games. Tournament Points are award as:

- **Battle Points (100 points max)** - 20 points for a Win, 10 points for a Draw, 5 points for a Loss, 0 points for a Withdrawal.
- **Theme (10 points max)** – Awarded themed, time period-coherent lists with attention paid to historical weapon loadouts, morale levels and balance. Written background info explaining your army is also included in the Theme score. Submitting list on time scored here as well.
- **Painting (40 points max)** – Scored against a painting rubric. Points are awarded through criteria including basing, conversions, free-hand, display board, weathering, decals and above-basic level painting techniques.
- **Sportsmanship (50 points max)** – You will rate your opponent with 10 possible points per game.

Awards

Prizes will be awarded for:

Dragon Fall Awards:

- Best Overall (Highest total points – Battle + Sports + Paint + Theme. In the case of a tie, Sports, Theme, Paint, Battle, will be used in that order to determine a winner)
- Best Sportsmanship (Highest Sportsmanship Points, Favorite Opponent votes then Battle Points used in case of tie)
- Best Painted (Selected by judges)

Additional Awards:

- Player's Choice (Most Favorite Army votes)
- Best Allies (Highest total points on the Allied side, that is not Best Overall)
- Best Axis (Highest total points on the Axis side, that is not Best Overall)
- Best Minor Power (Highest total points on the that is not one of the "Big Six", that is not Best Overall, that is not Best Allies of Beset Axis)
- Best Battlefield (Most Favorite Table votes)

Schedule – D - Saturday, Oct. 26	Schedule – D+1 - Sunday, Oct. 27
0730 - Reveille and coffee 0800 - Registration opens 0845 - Pairings – Game 1 and Table Talk 0900 - 1200 – Game 1 1200 - Lunch, Paint Judging and Player's Choice Voting – Display your army 1245 - Pairings – Game 2 1300 - 1600 – Game 2 1615 - Pairings – Game 3 1630 - 1930 – Game 3 1940 - Closing Update	0845 - Pairings – Game 4 0900 - 1200 – Game 4 1215 - Pairings – Game 5 1215 - 1230 – Game 5 1545 - Awards 1600 - Retreat

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Deployment Rules

These may be changed in the missions, read the mission carefully.

At the beginning of each game, follow the sequence below:

1. Both players roll a die.
2. The highest rolling player chooses a Deployment Zone, they are Player 1.
3. The other player will deploy opposite, that is their Deployment Zone, they are Player 2.
4. Both players may keep up to half their units in Reserve, rounding down - Player 1 chooses and declares units in Reserve first.
5. Reserves may Outflank unless specified in the mission - Record this now.
6. Spotters, Observers, and Snipers and any other unit with Forward Deployment may be held to forward deploy - Nominate those units now starting with Player 1.
7. Place all Order Dice that **are not** in Reserve or forward deploying in the bag.
8. Pull one Order Die for Player 1 and deploy the first unit. Player 1 always deploys the first unit.
9. Pull and deploy units per the mission Deployment Zone
10. Deploy any Forward Deployers that were nominated in Step 6.
11. Roll for any Bombardments per the mission.
12. Carry out any Special Movements (example, Rangers Lead the Way!).
13. Place all Order Dice in the bag and begin Turn 1.

Objective Rules

Objectives are scored according to the mission. All objectives begin the game neutral. To control an Objective, you must have a model from an Infantry or Artillery unit within 3" of the edge of the Objective and no enemy Infantry, Artillery or Vehicles (excluding **empty** Transports) within 3" of the edge of the Objective at the end of the turn.

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Game 5 – Break out

One. Last. Push. Commander, I know you are exhausted, but we've got a final mission for you. You pull this off and I promise to get you off the line and back for some warm chow and a shower.

Deployment: Follow Steps 1 – 13 in the Deployment Rules.

Deployment zone: Short table edge, 18" from the edge.

Turn one: The battle begins, put all Order Dice in the bag and begin.

Objective: Breakthrough and destroy the enemy.

Game length: At the end of Turn 6, roll a die. On a 1-3, the game ends. On a 4-6, play a Turn 7. If a Turn 7 is played, the game ends at the end of Turn 7.

Scoring: At the end of the game calculate the winner by adding up Victory Points as follows. The player that scores at least 3 more VPs than their opponent is the winner. Otherwise, the result is a draw.

Players score 1 VP for each enemy unit destroyed.

Players score 1 VP for every friendly unit that exists the table via the enemy Deployment Zone. Please note, units may not exit the table the turn they arrive.

Players score 2 VPs for every friendly unit that ends the game in the enemy Deployment Zone.

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Game 5 Score Sheet

Your name: _____

Opponent name: _____

Battle points – Circle one

Win – 20 points

Draw – 10 points

Loss – 5 points

Withdraw – 0 points

-----Complete independent of your opponent-----

Please fill out the following in private. Check all that apply.

☐ My opponent was prepared for the game (books, dice, tape measure, army list, etc.).

☐ Rules disputes were handled in a mature way.

☐ My opponent played at a timely pace (no slow play, understood the rules, etc.)

☐ My opponent played to the spirit of the game and the objectives of the game.

☐ I would voluntarily play against my opponent again.

Did you have a fun game? Yes ☐ No ☐

Favorite Opponent Vote

Vote for your favorite opponent. Please ask Andrew or Dexter if you need a reminder on who you played.

Player name: _____

Favorite Table Vote

Vote for your favorite table. What was the best battlefield? Note, you did not have to play in the table to vote for it.

Table number: _____

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Game 4 – Supply Drop

After yesterday's continued fighting, Battalion is dropping in supplies. Move out to secure the drop zone and capture much needed replenishment for your Platoon.

Mission set up: Place d3+3 Objectives. Both players roll a die with the high roller placing the first Objective. Objectives can be placed anywhere outside of 12" from a table edge and 12" from another Objective.

Deployment: Follow Steps 1 – 13 in the Deployment Rules.

Deployment zone: Long table edge, 6" from the edge.

Turn one: The battle begins, put all Order Dice in the bag and begin.

Objective: Secure the supplies.

Supply Drop: The Objectives are supply canisters dropped to support your troops. The first time an Infantry unit ends its activation within 3" of the edge of a canister, roll a die and consult the chart below.

Please note, each canister is only rolled for once. After a canister has been rolled for, it is treated like an Objective following the Objective rules on page 4.

d6	Supply canister type
1	The canister is booby trapped! The Infantry unit takes an immediate Morale test (including any Pins or HQ morale bonus). If the test is passed, no effect. If the test is failed, the unit takes a Pin.
2-3	The canister contains Iron Cross medals to raise troop morale. No further effect.
4	The canister contains food. This Objective is worth 3 VPs instead of 2.
5	The canister contains ammunition. The Infantry unit can make an immediate shooting attack against a valid target, even if they have already fired as part of an Advance order.
6	The canister contains medical supplies. Roll a die for each casualty the Infantry unit has suffered, for each 6 rolled, return a casualty to the unit.

Game length: At the end of Turn 5, roll a die. On a 1-2, the game ends. On a 3-6, play a Turn 6. At the end of Turn 6, roll a die. On a 1-3, the game ends. On a 4-6, play a Turn 7. If a Turn 7 is played, the game ends at the end of Turn 7.

Scoring: At the end of the game calculate the winner by adding up Victory Points as follows. The player that scores more VPs than their opponent is the winner. If both players scored the same number of VPs, the player that captured more canisters is the winner. Otherwise, the result is a draw.

Players score 2 VPs for each Objective (canister) they control.

Please note, some Objectives may be worth 3 VPs (roll of 4 on the chart above).

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Game 4 Score Sheet

Your name: _____

Opponent name: _____

Battle points – Circle one

Win – 20 points

Draw – 10 points

Loss – 5 points

Withdraw – 0 points

-----Complete independent of your opponent-----

Please fill out the following in private. Check all that apply.

☐ My opponent was prepared for the game (books, dice, tape measure, army list, etc.).

☐ Rules disputes were handled in a mature way.

☐ My opponent played at a timely pace (no slow play, understood the rules, etc.)

☐ My opponent played to the spirit of the game and the objectives of the game.

☐ I would voluntarily play against my opponent again.

Did you have a fun game? Yes ☐ No ☐

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Game 3 – Dusk assault!

The lines have stalled after this afternoon's intense shelling. You've identified a valuable strategic piece of terrain that has gone unnoticed by the enemy, move your troops into position quickly and take it before night falls.

Mission set up: One Terrain Objective will be selected by the TOs for each table. Note Objective rule changes in the **Game Length** and **Scoring** sections.

Deployment: Follow Steps 1 – 13 in the Deployment Rules. Please note, Forward Deployment is **not** allowed in this mission. Reserves arrive via your long table edge. Reserve may **not** Outflank.

Deployment zone: Opposite table corners. Units can be deployed anywhere in the table corner as long as they are 12" away from the diagonal line running across the middle of the table, from corner to corner, and are 12" from the Terrain Objective.

Turn one: The battle begins, put all Order Dice in the bag and begin.

Dusk: At the beginning of Turn 4, roll a die. On a 5+, the Dusk rules are in effect. If the Dusk rules do not take effect, roll again at the beginning of Turn 5, on a 4+ the Dusk rules take effect. If the Dusk rules do not take effect, roll again at the beginning of Turn 6, on a 3+ the Dusk rules take effect. No matter what, the Dusk rules take effect at the beginning of Turn 7.

During Dusk the following rules are in effect:

- Line of sight is 24". You cannot target a unit outside of 24" visual range. If a unit is already ranged in by indirect fire (already being hit with a 2+), it may still be targeted and fired upon. Please note, indirect fire coming from a spotter is measured 24" from the spotter, not from the weapon.
- Targeted units over 12" away receive an additional -1 To Hit
- If a unit has a Fire or Advance Order next to it, they can be targeted outside of 24" visual range and receive no additional -1 To Hit when targeted.
- Please note, Ambush Orders are resolved before any Order Dice are removed at the end of the turn.

Objective: Secure the objective and destroy the enemy.

Special Mission Objective Rule: The Terrain Objective will be placed in the center of the table and can be taken or contested only by Infantry models in contact with the terrain piece (this includes being 'inside' the terrain). If the Objective is a building and gets destroyed, it immediately becomes a ruin killing every model touching it in the process.

Game length: Random. Once the Dusk rules are in effect, the game may end. At the end of every turn when Dusk is in effect, check the Terrain Objective. If the Terrain Objective is contested, continue for another turn. If the Terrain Objective is controlled by one player, roll a die. On a 3+, the game is over.

If the above conditions are not met, the game will end after Turn 8.

Scoring: At the end of the game calculate the winner by adding up Victory Points as follows. The player that scores more VPs than their opponent is the winner. Otherwise, the result is a draw.

Players score 50 VPs for controlling the Terrain Objective. Please note this is a Win/Loss Objective.

Players score 1 VP for each enemy unit destroyed.

Players score 1 VP for each unit contesting the Terrain Objective at the end of the game.

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Game 3 Score Sheet

Your name: _____

Opponent name: _____

Battle points – Circle one

Win – 20 points

Draw – 10 points

Loss – 5 points

Withdraw – 0 points

-----Complete independent of your opponent-----

Please fill out the following in private. Check all that apply.

☐ My opponent was prepared for the game (books, dice, tape measure, army list, etc.).

☐ Rules disputes were handled in a mature way.

☐ My opponent played at a timely pace (no slow play, understood the rules, etc.)

☐ My opponent played to the spirit of the game and the objectives of the game.

☐ I would voluntarily play against my opponent again.

Did you have a fun game? Yes ☐ No ☐

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Game 2 – Companies Collide

Looks like those reports of enemy activity were accurate! Luckily our scouts have reported a gap in the enemy line. You are now Oscar Mike to push your company through that gap. Drive your Platoon through and create an opening for the rest of the Company!

Mission set up: Three Objectives will be placed across the middle of the table. One 18" from the right edge, one 18" from the left edge and one in the center.

Deployment: Follow Deployment Rules Steps 1-3. Then, Player 1, creates their First Wave. The First Wave is every unit **except** Forward Deployers. Player 2 then does the same. Continue with Step 10 of the Deployment Rules and deploy all Forward Deployers.

Deployment zone: Long table edge, 12" from the long table edge and 6" from the short table edges.

Turn one: The battle begins, put all Order Dice in the bag and begin. First Wave units must arrive via your long table edge via a Run or Advance Order. No Order Test is required for these units.

Steel Rain: Before pulling the Order Dice for Turn 3, one player rolls a die. On a 2+, both players are hit with Preparatory Bombardment as described in the Bolt Action Rulebook.

Objective: Capture the Objectives and destroy the enemy.

Game length: At the end of Turn 6, roll a die. On a 1-3, the game ends. On a 4-6, play a Turn 7. If a Turn 7 is played, the game ends at the end of Turn 7.

Scoring: The player that scores more Victory Points than their opponent at the end of the game is the winner. If both players scored the same number of VPs, the player that destroyed the most units is the winner. Otherwise, the result is a draw.

Starting at the end of Turn 3, players score 1 VP for each Objective they control.

Players score 0 VPs for each contested Objective.

Score the Objectives again at the end of each following turn until the end of the game to keep a running score. Please note, the max VPs a player can score from Objectives is 15.

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Game 2 Score Sheet

Your name: _____

Opponent name: _____

Battle points – Circle one

Win – 20 points

Draw – 10 points

Loss – 5 points

Withdraw – 0 points

-----Complete independent of your opponent-----

Please fill out the following in private. Check all that apply.

☐ My opponent was prepared for the game (books, dice, tape measure, army list, etc.).

☐ Rules disputes were handled in a mature way.

☐ My opponent played at a timely pace (no slow play, understood the rules, etc.)

☐ My opponent played to the spirit of the game and the objectives of the game.

☐ I would voluntarily play against my opponent again.

Did you have a fun game? Yes ☐ No ☐

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Game 1 – Recon in Force

Rise and shine commander! Battalion HQ has ordered a recon in force towards the enemy line. Unfortunately, our intelligence is a bit thin in this sector and we have no idea where the enemy positions are. If we are going to make any progress on the front we need to locate the enemy. Get your Platoon on the move!

Deployment: Follow Deployment Rules Steps 1-3. Then, Player 1, nominates up to 50% of their force to make up their First Wave, any units not in First Wave will arrive via Reserves (unless Forward Deploying). Player 2 then does the same. Continue with Step 5 of the Deployment Rules.

Deployment zone: Long table edge.

Turn one: The battle begins, put all Order Dice in the bag and begin. First Wave units must arrive via your long table edge via a Run or Advance Order. No Order Test is required for these units.

Objective: Secure Table Quarters and destroy the enemy.

Game length: At the end of Turn 6, roll a die. On a 1-3, the game ends. On a 4-6, play a Turn 7. If a Turn 7 is played, the game ends at the end of Turn 7.

Scoring: At the end of the game calculate the winner by adding up victory points as follows. The player that scores more Victory Points than their opponent is the winner. Players score victory points as follows:

Players score 1 VP for each enemy unit killed

Players score 1 additional VP for each enemy officer killed:

- Platoon Leaders (example - Lts)
- Higher Officers (example - Major, Captain)
- Artillery/Air/Naval Forward Observers (example - the free British Artillery Observer)
- Commissars and Political Officers

Players score 2 VPs per table quarter controlled. To control a table quarter, you must have more units fully within the table quarter than you opponent.

Please note, a unit can only be inside of one table quarter at the end of the game. A unit is either wholly in the table quarter, or not.

Get your army on display!

When you finish Game 1, set up your army for voting. Then submit your Player's Choice vote!

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Game 1 Score Sheet

Your name: _____

Opponent name: _____

Battle points – Circle one

Win – 20 points

Draw – 10 points

Loss – 5 points

Withdraw – 0 points

-----Complete independent of your opponent-----

Please fill out the following in private. Check all that apply.

☐ My opponent was prepared for the game (books, dice, tape measure, army list, etc.).

☐ Rules disputes were handled in a mature way.

☐ My opponent played at a timely pace (no slow play, understood the rules, etc.)

☐ My opponent played to the spirit of the game and the objectives of the game.

☐ I would voluntarily play against my opponent again.

Did you have a fun game? Yes ☐ No ☐

-----Tear Here and Return Before Game 2-----

Player's Choice Vote

Vote for your favorite army at the event. This is not necessarily the best painted army – it could be the most thematic, the coolest display board, etc.

Player name: _____

Army: _____