# The Battle at the Bluff 

## War Room <br> 823 Exocet Dr STE 107, Cordova, TN 38018 <br> July 27th-28th <br> Entry Fee \$15

The Battle of the Bluff is a high points tournament focused on massive battles. Below are the guidelines to build a force:

- Each force may be up to 1250 points.
- Each force should have a teammate or will be assigned one if one is not chosen.
- One member of the team may be a tank platoon or other vehicle based platoon option (such as 1942 Italian Armored Brigade from the Western Desert book).
- One or both team members may have any number of non-vehicle based platoons as long as the total number of $9+$ vehicles remains at 1 or less.
- Order dice per player cannot exceed 18.
- Each player at a given table must have their own colored order dice whenever possible.
- Officers, medics, flags, etc may only affect the player's forces that purchased them.
- One free captain will be available to each team (team must provide the model and additional dice). This captain may interact with any allied unit as normal. This officer has the same level of experience as the majority of the force's units.
- Lists must be sent in the scott.broadhead@gmail.com by July 15th to be approved. Email title should include "The Battle at the Bluff" to ensure visibility.

To facilitate this larger format, the following rules will apply:

- Games will be played on $8 \times 4$ tables.
- Games will last only 6 rounds.

Rounds:

- Each round will be 3.5 hours long.
- The tournament will consist of three rounds played.
- Swiss pairing will be used after the first round.

Schedule:

| Saturday |  |
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| Check-in | $10: 00 \mathrm{am}$ |
| First Round | $10: 30-2: 00 \mathrm{pm}$ |
| Lunch | $2: 00-3: 00 \mathrm{pm}$ |
| Second Round | $3: 00-6: 30 \mathrm{pm}$ |
| Blood Red Skies Available | $6: 30-10: 00 \mathrm{pm}$ |
| Sunday | $12: 00-3: 30 \mathrm{pm}$ |
| Third Round | $3: 30-4: 00 \mathrm{pm}$ |
| Awards |  |

Sunday's schedule may be advanced if possible to allow traveling players more time.

Scoring for best generals:

| Major Victory | 3 |
| :--- | :--- |
| Tie | 1.5 |
| Loss | 0 |

Order dice lost due to casualties will be used for any tie breakers

For best painted:
This will be based on attendee votes.

For best sport:
This will be based on attendee votes.

