Rules.

The game rules will be supplemented by the Rules Clarifications and the Terrain Clarifications.

Requirement.

Entrants must be members of the Boardgame Players Association when the tournament begins.

Format.

The format will be single elimination.

Timing.

The tournament will begin on November 1, 2013. Players have 4 months to complete each round. The Union has a maximum of 23 turns and the Confederates 22 if a game goes all the way to the end. 45 moves in 120 days works out to about a move every 3 days (again, assuming the game goes all the way to the last turn). If a game has not been completed within the time limit, and the players cannot agree on the likely winner, the Gamemaster will adjudicate the game.

Pairings.

For BPA PBEM Championship IV, the winner of BPA PBEM Championship III, should he enter, will receive the #1 seed as the defending champion. All other players will be ranked in order of AREA ratings. No distinction will be made between active and inactive ratings. Any player without an AREA rating will be assigned a rating of 5000. If players have identical AREA ratings, they will be ranked in the order in which they entered the tournament. If 16 players enter, players will be paired by summing the rankings to 17 (i.e., player 1 will oppose player 16, player 2 will oppose player 15, and so on). If 17 to 32 players enter, players will be paired by summing the rankings to 33 (1 vs. 32, 2 vs. 31, etc.) If 33 to 64 players enter, players will be paired by summing the rankings to 65.

Scenario.

The default scenario will be 6F, Scenario 5, the 3-day Battle of Gettysburg, using all optional rules except 10D, Extra Union Generals. The default order of appearance is the Revised Order of Appearance. In the Revised Order of Appearance, Confederate units that normally enter the game on turns 2, 3, 4, 5, and 6 instead enter the game on turns 3, 4, 5, 6, and 7, respectively. Union units that normally enter the game on turns 1, 2, and 3 instead enter the game on turns 2, 3, and 4, respectively. However, players are free to use any other scenario and/or add or omit any optional rules and/or use the classic Order of Appearance, as long as both players agree to the changes.

Sides.

The lower seeded player tells the higher seeded player which side he prefers. If the higher seeded player prefers the opposite side, play proceeds. If both players want the same side, the higher seeded player bids for the preferred side. Bids may begin at zero, and may be made in whole- or half-Victory Point increments. The second player may either accept the VP-incentive to play the non-preferred side, or bid a higher VP amount for the preferred side. The option passes back and forth in this fashion until one player accepts the non-preferred side and the VP-incentive. The incentive is added to the Victory Point score of the player receiving the bid at the end of each day.

Victory Conditions.

Regular victory conditions apply. In addition, the Union gains an automatic victory if at the end of July 2 their Victory Point total is 15 or more greater than that of the Confederates.

Also, any units voluntarily withdrawn from the board are considered eliminated and score the appropriate number of Victory Points for the opponent. Units retreated off the board, including retreats to avoid elimination or step losses, are not considered eliminated. Such retreated units score no points for the opponent if undamaged and one point each for the opponent if flipped. General units retreated off the board or voluntarily withdrawn may reenter the game during the next night turn per the rules as written; any other units retreated off the board or voluntarily withdrawn may not reenter the game.

PBEM Combat Sequence.

The following sequence must be used to resolve combat.

1. The attacker declares all attacks: attacking unit(s), defending unit(s), and die roll modifiers (odds).
2. Defender indicates use of double range artillery (if applicable).
3. Roll die for first attack.\
4. Player who has the initiative chit indicates if it will be used (if applicable).
5. Reroll die (if applicable).
6. Defender indicates retreats (if applicable).
7. Attacker indicates advance (if applicable).
8. Attacker indicates retreats (if applicable).
9. Repeat steps 2-8 for each additional attack.

The attacker may omit step 2 if there is no double range artillery available to the defender or if each double range artillery unit can aid in only one battle.

The attacker may roll multiple attacks simultaneously, at his option. If he does so, however, the following conditions apply.

1) If he has the initiative chit, he may use it only on the last battle, unless he states in advance that it will automatically be used if he suffers a 2-step loss. In this case, all battles taking place after the initiative was used must be rerolled;
2) If the defender has the initiative chit, he may use it on any of the battles, after observing the results;
3) The defender may indicate use of double range artillery after observing the battle results rather than before; and
4) The defender may defer announcing retreats for the 2nd and subsequent battles until he has seen the attacker's advances in previous battles.

Software.

Use of software is encouraged by not required. Vassal has a very nice Gettysburg '88 module. There is no Cyberboard module.

Die Rolling.

Players may use any mutually agreeable method of rolling dice. Most players use dice servers. You will need one that can handle 10-sided dice. Examples include:

●Cyrnus (http://www.cyrnus.com/cgi-bin/rollem.cgi)
●Hamete (https://dicelog.com/maildice)
●Ken's (http://dice.kenware.com)
●*Do not use the dice@pbm.com server as it is no longer considered reliable.*
●ACTS**:** http://acts.warhorsesim.com/login.asp. This tool also keeps a record of all previous results, elapsed time and messages.

Ties.

If any game ends in a tie, the Union player will advance to the next round (or be declared the winner, if it is the final round). The game will be reported to AREA as a tie.

PBEM Errors.

It is expected that good sportsmanship will be used. Here are some examples of common mistakes. If an error is non-substantive, allow the error to be corrected. If a unit is moved illegally and it does not affect combat, allow the unit to be moved correctly. If the attacker rolls too many dice, use the correct number and discard the rest. If the attacker rolls too few dice, use the ones already rolled and reroll the balance.

Results.

The results of all games will be submitted to the AREA rating system.

BPA PBEM Championship IV Administration

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