

In this pack you will find everything you will need to do and know, to prepare for and play in the OMG Bolt Action Tournament.

**Tournament Organiser:** Jeff Black

**Players Pack/ Tournament Rules writer:** Jeff Black

COST - \$8 (which is the cost of your lunch)

If you have any questions about the tournament email Jeff at [jeff@the-blacks.ca](mailto:jeff@the-blacks.ca)

The tournament will be played using the Bolt action 1st Edition Rules.

Three games of Bolt Action will be played on Sunday November 2nd, with each game being against a different opponent. Each game has a 2.0 hour time limit. The games will be played using the missions listed in the schedule. All figures must be of 25/ 28mm scale, vehicles may be 1/48 or 1/56 scale. Lists are to be emailed to [Jeff@the-blacks.ca](mailto:Jeff@the-blacks.ca) by the 31st of October.

Please bring any 28mm terrain you can contribute to the Oct 17<sup>th</sup> meeting.

On the day you also need to bring :

- At least 4 copies of your Army List, with your name clearly included. One for you and one for each opponent.
- The Bolt Action Rule Book and any applicable army book/pdf you have chosen your list from
- The errata of the rules. Oct 2/2014  
<http://warlordgames.com/downloads/pdf/ba-errata.pdf>
- Tape Measure.
- Super Glue. (for emergency repairs)
- Dice, order dice & Dice bag.
- Pen or Pencil for recording results.
- Your 1000 point painted army.
- Pin markers.
- three Objective markers.
- This player pack.
- Artillery/Airstrike markers.

## **What you can field - Army Restrictions**

When writing your army list the following restrictions apply:

- Your force must not exceed 1000 points
- Your force may not consist of more than 15 order dice/units.
- You may not field more than two reinforced platoons.
- Army lists may be Generic or a Theatre selector from any of the 'Armies of' books. The additional units pdfs can also be used in list construction. All theatre selectors may be used with the exception of the Seelow Heights theatre selector found in the 'Armies of the Soviet Union' book. Armoured Platoons may not be used.
- No player may field Vehicle flamethrowers.
- No player may field more than a maximum of 1 manpacked flamethrowers.
- No player may field more than a maximum of 1 medium or heavy howitzer. (Yes even the French. This refers to medium or heavy howitzers & crew, not these weapons mounted on vehicles.)
- No more than 2 Air or Artillery Observers. US armies cannot have two air observers.
- A maximum of 2 Heavy mortars.

It is important that players read the above guidelines before constructing a list & to check this again after list construction.

Please ensure **your name** is on **your army list** so that we can correctly identify you!

## **Tournament Schedule**

### **Doors open 9am**

10:00 – 10:15 Registration

10:15 – 10:30 Briefing and Welcome

10:30 – 12:30 Round One – Maximum attrition

12:30 – 13:00 Lunch

13:30 – 15:30 Round Two – Supply run

15:30 – 15:45 Break

15:45 – 17:45 Round Three – Kitty Hawk Down

18:00 Presentation

## **Player Match Ups**

Rounds will be determined by game play results using the Swiss Chess method. There is however a bias built into the system to minimise the pairing of historically like or allied armies. This will be done as much as possible and will depend on the armies brought to the tournament.

## **Slow Play**

If in any of your games less than five turns are completed and the game is unresolved because time runs out, both you and your opponent will receive a warning from the tournament organiser to hasten future game play. If you fail to complete five turns in a subsequent game because you run out of time, without an appropriate reason, your game results will be downgraded to a loss for both the first game you received a warning for as well as the second game and any subsequent games from then on in which you do not complete 5 turns.

## **Player conduct**

Players will be expected to play in a polite and friendly manner. Any issues regarding the interpretation of the rules are generally best sorted by the players. Tournament Organisers will make a decision where requested by one or both players.

All decisions of the Tournament Organisers regarding the fair adjudication of rules and issues of health and safety are final.

## **Tournament Points**

Each game there will be a possible 20 victory points. Up to 15 victory points are scored based on winning or losing the game:

Major Victory:15

Minor Victory:10

Draw:6

Minor Loss:5

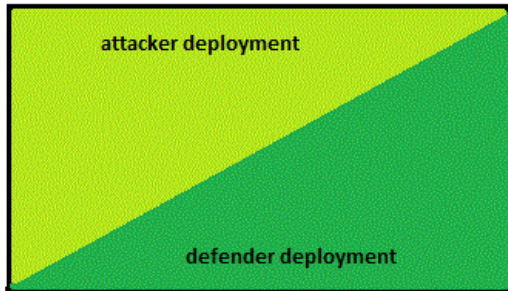
Major Loss:0

There are 5 more 'BONUS' battle points up for grabs in each scenario. These are:

- War of attrition. This victory point is gained by killing more points than your opponent (NOTE: not number of units, but total points of vanquished foes).
- Control the lines of supply. At the end of the game there are no enemy units in your deployment zone (all units are valid excluding transports).
- Bite and hold. You have a unit (not a transport) in your enemy's deployment area.
- First over the top. You kill your enemy's designated command unit (NOTE: if there are two command models of equal rank – the opposing player has two 1st Lieutenants that are veteran for example – the opponent should allocate a 'commander' of their force if this is not done by the player at the start of the game the first one killed is the commander)
- Lead from the rear. Your designated command model is still alive at the end of the game.

## Scenarios

**Maximum Attrition** - The aim of this scenario is to kill enemy units whilst preserving your own. Each order die represents a point.



No outflank

### Deployment

Both Players roll a D6. The player that rolls the highest is the attacker and may choose which side of the table will be the attackers' deployment zone.

Defender deploys half their army on the board and the other half in reserve.

Attacker brings half of their army on in first wave half in reserve.

Neither attacker nor defender may deploy within 6 inches of the diagonal line cutting through the board. Scout units deploy as the rulebook.

### Victory

The player who has killed more units than the opponent wins. If they have killed the same number of units then the game is a draw. If the winning player has twice as many or more dice than the opponent the mission is a major victory.

Remember the "BONUS" victory points from page 3

**Supply Run** - scour the battlefield for supplies and hold them until transports can arrive.

**Deployment** - Both players roll a die. The highest scorer decides whether to be attacker or defender. The defender picks table side. There are five objective markers to be placed.

The defender places one objective marker in the middle of the table or as close as possible to the centre. Starting with the defender, each player then takes turns to place an objectives marker no closer than 12 inches from their deployment edge and no closer than 12 inches to any other objective marker. Only infantry units can claim objectives. Objectives cannot be moved.

An objective is claimed when an infantry unit comes into contact and no enemy infantry unit is closer than three inches. Your unit does not need to remain within three inches once an objective is captured. If a friendly and enemy unit are within three inches of the objective it counts as contested and neither side can claim the victory point.

Snipers / spotters / etc can use the hidden set-up rules after each side has deployed. These troops count towards the half deployed. Each side nominates up to half of their army as their starting force. Starting with the defender each player takes it in turns to place a unit within 12 inches of their table edge. Any units not deployed are left in reserve or out flanking.

**Game Duration** - Keep a count of how many turns have elapsed as the game is played. At the end of turn six, roll a die, on a result of one, two or three the game ends, on a roll of four, five or six play one further turn.

**First Turn** - The battle begins. All units not held in reserve are deployed at the start of the game as noted above. Reserves can enter the board from turn 2 and outflanking can enter from turn 3 up to 12 inches in from the deployment edge.

**Victory** - The centre objective marker is worth two victory points. The other four objective markers are worth one victory point each. The player with most victory points wins game. (Note: vehicles immobilize count as half points, free units give no points) Difference of three points or more - major win.

Difference of two points - minor win. Difference of one point or equal - draw.

Remember the “BONUS” victory points from page 3

**Kitty Hawk Down** - requires that you claim an objective which will crash land onto the table at the start of turn 3.

**Deployment** - Both Players roll a D6. The player that rolls the highest chooses their deployment zone.

The winning player then deploys up to half of their units within 12" of the long side of the table that they have selected. The remaining units come on as a first wave unless they are held in reserve. After the first player has deployed his units the second player does the same.

Snipers / spotters / etc can use the hidden set-up rules after each side has deployed. These troops do count towards the units deployed at the start of the game.

**Objective** - Control the wrecked plane. To win this scenario you need to have the most infantry order dice within 6" of the objective at the end of the game.

The objective will come crashing down at the start of turn three, to determine where the objective will deploy roll a d6 on a 1-3 the objective will enter the board from the left hand side on a 4-6 the objective will deploy on the right.

To see where the objective lands roll 8D6 and move the objective along the center line of the table from the side that has been determined this many inches. When the objective lands it comes down in a blaze of glory for every unit within 6" of the objective when it lands roll a D6 and determine the impact of the hit:

1-2: The unit takes D3 Pins, 3-4: Resolve a Light Mortar hit, 5: Resolve a Light Howitzer hit  
6: Resolve a Medium Howitzer Hit

**Game duration** - From turn 5 roll a dice at the end of the turn, on turn 5 the game ends on a 5up, on turn 6 on a 4up, on turn 7 it ends automatically.

**Victory** - The winner is the player who has the most infantry order dice within 6" of the objective.

Remember the "BONUS" victory points from page 3