

Bolt Action Sumer

Bolt Action Tournament Rules

DISCLAIMER: If the State is not yet open under California Law due to COVID restrictions, the event will be postponed and rescheduled to a future date.

Tournament Schedule

Game Day

09:00-9:45 enrollment

10:00-12:00 Game 1

lunch break

13:00-15:00 Game 2

16:00 Prize Ceremony



Tournament Rules

1. RULE SET

The games will use Bolt Action 2nd Edition rule set.

2. WHAT YOU WILL NEED

- Painted miniatures
- (regular) 6 sided dice
- Order dice (at least one for each unit in your force) – it is preferred everyone use the “rounded” order dice produced by Warlord games
- Tape measure
- Blast templates
- Army supplement appropriate to your force
- Bolt Action 2nd Edition rule book
- 3 Objective Markers at least 3” in diameter

FORCES

Players must use a **1,000 requisition points** force, consisting of one or more Reinforced Platoons, as presented in the Bolt Action rulebook (page 150). Armies can comprise of a **maximum of 12 Order dice** (i.e. 12 units).

These forces must be selected using one of the following army lists **denoted as 1942 or earlier:**

- The army list section of the Armies of Germany supplement book.

- The army list section of the Armies of United States supplement book.
- The army list section of the Armies of Great Britain supplement book. National Character Type MUST be chosen before game.
- The army list section of the Armies of the Soviet Union supplement book.
- The army list section of the Armies of Imperial Japan supplement book.
- The army list section of the Armies of France and the Allies supplement book.
- The army list section of the Armies of Italy and the Axis supplement book.

You must bring a copy of the Army Supplement book for your list.

3. GAME TIME

After two hours of gameplay, the players must finish the current turn, and then the game ends automatically.

4. ARMY LIST

The players must have 2 copies of their army list they are going to use for the duration of the entire tournament. They must leave a copy of their list with the referee before the start of the tournament. The forcelist is public and the opponent can always look at it and ask you questions about your force.

For Armies with a choice of National Characteristic (e.g., British armies), this must be identified and noted on the army list before the tournament.

5. APPEARANCE

All miniatures must be painted. No proxies will be permitted and the tournaments will be played as What You See Is What You Get.

6. MATCH-UPS

The match-ups of Game 1 will be random. In the following games players will be matched using Tournament Points (TP) and Casualty points, as explained below.

7. SCENARIOS

All tables will play the same scenario announced by the organizer before each round starts. These will be selected from the Battle Scenarios as described in the Bolt Action 2nd Edition rulebook (page 129-139). **The terrain will be pre-set by the organizers but players are encouraged to discuss the terrain before deployment, and agree on any effects the terrain will have on**

play.

8. TOURNAMENT POINTS (TP)

Victory is calculated as described in the Battle Scenarios being played and Tournament points are awarded for victories, defeats and draws as shown below:

Result	Tournament Points
Victory	3 TP
Draw	1 PT
Loss	0 TP

In addition, players must also record how many requisition points of enemy units they destroy during their games. These destroyed enemy points (let's call them 'Casualty points') are always added together in a running total and are used as a tiebreaker to pair players that are on the same level of Tournament points.

From the second round, players will be paired using a Swiss system (i.e. matching players on the same amount of TPs, in descending order).

In case of more than two players on the same number of TPs, players will be matched in descending 'Casualty points' total.

If they have the same TP and Casualty points total, players will be paired in alphabetic order.

When two players that have already met in a previous turn are matched to play each other again, they must randomly select opponents from the players on the next table down. This rule does not apply on the top five tables during the last turn of the tournament.

9. WINNING THE TOURNAMENT

The winner is determined at the end of the last round, according to the following criteria:

- The player with the most TP will be the winner.
- In case of same TP at the top, the winner will be the player with the highest Casualty points total.
- In case of same Casualty points total, we'll see if the players have played each other during the course of the tournament and the winner will be the winner of such match.
- If the players never met in the tournament, the tournament ends with a joint victory and the players share the first prize

“Wait a second! We both have US forces! Surely we cannot fight one another?!” or “A note on historicity”.

Open Bolt Action Tournaments have a very relaxed attitude and basically encourage the idea of simply collecting a force you like and turn up for a few games with friends, where we suspend disbelief and enjoy the game without trying to make it ‘historically plausible’.

If you need to explain to yourself why, for example, these Germans are fighting against other Germans, there are several ways of looking at it: you can either assume it is just an exercise, part of a massive set of maneuvers, or a ‘what if’ scenario depicting a hypothetical confrontation between different factions of the same country (easier to imagine with some belligerent nation’s forces than others...).