



**BOLT ACTION
GRAND TOURNAMENT
2019 PLAYERS PACK**





Grand Tournament 23rd and 24th November 2019

Welcome to Warlord Games' 2019 Grand Tournament Player pack. With some great input from our 2018 players we have aimed to improve the event for what is fast becoming the world's largest Bolt Action Tournament.

Big changes for 2019 are splitting players into two groups (competition and open play) and running the event as an escalation tournament. When you purchase your ticket, just select the type of ticket you require. If you have already have your ticket, contact our customer service team and they will make sure you are put in your desired gaming group.

The 2019 GT is an escalation tournament comprising of three games of 750 points, two games of 1,000 points and one game of 1,250 points.

As many of you have expressed an interest, we aim to have the hall and store available for you until 8pm for you to have a few pick up games and during the tournament the bar is due to be open!

Once again, I would like to thank Gary and Colin Betts for their continuing support at Bolt Action events through the year.

Onwards to Victory!

Simon

Requirements

For the tournament you will require:

- Your army list (pre-submitted)
- Bolt Action second edition rulebook
- Army book, theatre or campaign book army listing for your force
- Fully painted army
- Order dice and bag
- Dice, tape measure and pin markers
- Paper and pen/pencil

Table Setup

- Games will be played on a 6 foot x 4 foot table.
- All tables will have a mission set out for that table.

As per the feedback from Bolt Action tournaments through the year, these missions will be taken from the main rulebook. Each table will have a mission card on them to explain the mission and use the mission rules that are set for them – so choose your army wisely!

Match-Ups

Players can decide whether to enter in the Grand Tournament Competition (Group 1) or Grand Tournament Open Play (Group 2) at the time of purchasing their ticket. Players will automatically be placed in Group 1 if no selection is made.

Players will only be matched against players in their group.

This will be a 'Swiss system' tournament with a random first round draw. We will make every effort to avoid Allies vs Allies or Axis vs Axis confrontations, however players should expect that some of these encounters may take place. Players will be matched each round based on similar running scores.

Tournament Schedule

Games are planned to be 1 hour 30 minutes for 750 point games, 2 hours for 1,000 points and 2 hours 30 minutes for 1,250 points.

Once time is called all games must end at this point, no further rounds are to be played. The current round ends on the dice that is being played when time is called.

At the end of each game the result must be submitted to the game umpires.

Saturday 23rd November

08:45 - 09:00	Player Briefing
09:00 - 10:45	Game 1 – 750 points
10:45 - 11:00	Break
11:00 - 12:30	Game 2 – 750 points
12:30 - 13:00	Buffet Lunch (provided)
13:00 - 14:30	Game 3 – 750 points
14:30 - 14:45	Break
14:45 - 16:45	Game 4 – 1,000 points

Sunday 24th November

09:00 - 11:00	Game 5 – 1,000 points
11:00 - 11:30	Break
11:30 - 14:00	Game 6 – 1,250 points
14:15 - 15:00	Results and Awards

Force Selection

- Players must select a force of 1,250 points, from which they must be able to select legal sub-forces of 750 points and 1,000 points.
- Army lists for each force must be submitted in advance of the event.
- Armies must consist of either a single reinforced infantry platoon or single tank platoon.
- No more than the set amount of points may be spent on the army
- No Special Characters, Legendary Tanks or War Correspondents can be selected.
- There is a dice cap of 20 dice at 1250 points, 18 dice at 1,000 points and 15 dice at 750 points.'
- All units from published Bolt Action books by Warlord Games may be used up to, but excluding, Bolt Action Korea.

Army composition

For this event we'd like to make sure that forces, so far as possible, represent ones that are as plausible as possible or a game that has WWII as its theme. While imperfect, this will help to mitigate the impact of some of the more problematic units in the game without resorting to house rules or 'comping'. To encourage good army selection there are prizes available for both The Best Sportsman and Best Themed Army.

We'd really encourage players to go 'as themed as possible', we have seen some knock-out armies in the past and it is truly amazing the fantastic standard of armies that you all field.

We recommend that you choose a nation, a battlefield and a year for your army.

If you want to create a specific unit at a set time and place (a reinforced platoon from Johnny Frost's battalion at Arnhem, or maybe a Panzer Zug from the 21st Panzer Division in 1941, for instances) then go for it and we'll be suitably impressed; but if all you want is a force that looks right for the time and place for your chosen nation, that's fine too.

We've found that the overwhelming majority of forces fit into this structure with little or no tweaking.

If time's limited or historical research isn't your strong suit then the guidelines are designed to help you and the event organisers will be very happy to offer any assistance they can if desired – remember this is aimed at improving everyone's enjoyment – it's not meant to be a chore.

Army Selectors

Armies must be drawn from the following books:

- Armies of Germany Book second edition.
- Armies of the United States.
- Armies of Great Britain and Commonwealth.
- Armies of the Soviet Union.
- Armies of France and the Allies.
- Armies of Imperial Japan.
- Armies of Italy and the Axis.
- Any Theatre or Campaign book published up to and including Overlord: D-Day.
- Army lists from Bolt Action Korea, may not be used.

Submission of Army List

All list to be submitted by the 4th November to gazbetts@gmail.com or via the Bolt Action Easy Army page: <http://boltaction.easyarmy.com>

Bolt Action Easy Army is a great way of selecting your force and generating your army lists (although beware – not all entries are covered).

Your army composition cannot change during the Tournament. Your forces for the 750 point and 1,000 point battles must be drawn from your 1,250 point army.

All tournament armies must be fully painted.

Mission Definitions

Top Secret

The objective will be placed on the table and will not be able to be moved. The winner will be the person who holds the objective at the end of the game.

Point Defence

As this mission has the potential to turn into a draw for both sides we have decided (for this tournament) to change the mission so that for an Attacker Victory the attacker must write down which objective they want to capture for the win before the defender deploys their force.

All missions with objective markers will be set up before each game and can't be moved.

Each table will have a secondary objective on the table as well which will be something to capture or hold to gain additional points

Scoring system

The player who scores the most points is the tournament winner

The scoring system is as follows;

- 5 Points for a win
- 3 Point for a Draw
- 1 Points for a Loss
- 1 Point for any secondary objective taken or held at the end of the game

Gaming Groups

The intention of the gaming groups is to ensure the more competitive players get a good competitive game and an opportunity to win through to be Bolt Action World Champion. Open Play is the group for players seeking two days of Bolt Action gaming without the cut and thrust of the more competitive players. Only players in the Competitive Group can win through to be the Bolt Action World Champion.

Grand Tournament Competition

- 1st place large trophy (Bolt Action World Champion)
- 2nd place large trophy
- 3rd place large trophy

Grand Tournament Open Play

- 1st place mini-trophy
- 2nd place mini-trophy
- 3rd place mini-trophy

All Players

- Best Painted Army
- Best Themed Army
- Best Sportsman
- Best Team
- The Weird & Wacky
- Fubars!

Prizes

- 1st, 2nd and 3rd place for competitive players in Group 1
- 1st, 2nd and 3rd place for players in Group 2
- Best painted army
- Best themed army
- Best sportsman
- Best Team (4 or more players, combined scores)
- Most weird and wacky playable army
- Fubars!

Discounts and special offers available to all Grand Tournament players.

Cancellations

A full refund is available up to the 31st October 2019. From 1st November refunds will be made at 50% of the ticket price. Non-attendees will receive no refund.

Results

At the end of each game your results need to be handed in to the umpires for calculating the overall event winner. For your convenience, use this table to keep track of your results.

Game	Opponent	Result	Score
1			
2			
3			
4			
5			
6			

2020 Tournaments

Throughout 2019 and 2020 watch out for the Warlord Games-supported Bolt Action tournaments in our events newsletter, our web pages and social media and at BHGS events. Winners of supported tournaments will gain free entry in to the 2020 Grand Tournament

Grand Tournament 2020
21st & 22nd November
Tickets on sale
23rd November 2019
Price £35
Limited Tickets available

