

BOLT ACTION GRAND TOURNAMENT & BOLT ACTION ENGLISH NATIONALS PLAYERS PACK 2023

This pack contains all the information you need for participating in the *Bolt Action* Grand Tournament, incorporating the *Bolt Action* English Nationals event. Inside the pack you will find the following:

- How to pick your force for this event
- Mission definitions – including fixed objectives and mission tweaks
- Scoring system

Welcome to the *Bolt Action* Grand Tournament, incorporating the *Bolt Action* English Nationals. Thank you for taking part and good luck!

Following feedback from last year's BHGS entrants, each table will be set up with a mission already prepared on it. Each table will also have a mission card that explains the mission and any special rules it uses. Missions can come from any book, so choose your army wisely.

One of the joys of *Bolt Action* is recreating historic units in miniature, as such we strongly encourage players to 'theme' their army around an actual WWII unit. Ideally, we'd like every army at this event to, so far as is possible, represent one that is plausible historically. We hope this will also help

minimise the impact that some specialised units have in tournaments without needing house rules or resorting to 'comping'. This means that if you want to do a specific unit at a specific time and place (such as John Frost's Bn at Arnhem or a Panzer Zug from the 21st Panzer Division in 1941) then crack on and we'll be suitably impressed! There may even be a prize for 'Best Force', or similar, in the mix to reward that. Equally, if all you want is a force that 'looks right' for the time and place for your chosen nation, that's fantastic too.

If you find your time is limited, or historical research isn't your strong suit, then the guidelines that follow are designed to help you. Additionally, event organisers will be very happy to offer their assistance – remember, the aim here is for



HOW TO PICK YOUR FORCE FOR THIS EVENT

Begin by picking a nation from any of the countries currently represented in a Warlord Games publication (including pdfs).

Next, pick a theatre, such as North African, Mediterranean, North-west European, Pacific, Eastern Front, etc. The list goes on, but obviously this must be a front where your chosen nation fought.

Then pick a year. Again, obviously, a year where your chosen nation was fighting in your chosen theatre.

Finally, choose either the generic platoon selector from page 153 of the *Bolt Action* rulebook or an appropriate theatre selector from any other official *Bolt Action* publication (including pdfs) that covers your chosen force in its chosen year. Regardless of which option you chose, you may only

choose units, equipment, and upgrades from your chosen nation, theatre, and year. The theatre selectors in the various *Bolt Action* books are ideal for this but event organisers can help and advise if you are in any doubt.

Form your chosen selector, build a force to 750 requisition points, as described on pages 150–153 of the *Bolt Action* rulebook. However, at this point, no unit or vehicle can have a Damage Value better than 6+. After you have your 750 point force chosen, choose an additional 500 requisition points of new units. Units and vehicles chosen as part of this extra 500 points can have any Damage Value.

Note that, for this event, no Legends of World War Two special characters or Tank War skills may be chosen.

Example 1

- **Chosen Nation:** Germany (this restricts the player to Eastern, Balkan, Italian, North African and North-west Europe).
- **Chosen Theatre:** North African (this means the player will be taking an Afrika Korps list so ideally his army will be modelled and painted in that style. It also restricts the years to 1941, 1942 or 1943)
- **Chosen Year:** 1942 (this impacts on the specific units available. the Rommel's Defeat theatre selector (from the *Armies of Germany* book) will provide a good starting point for options).

Example 2

- **Chosen Nation:** Great Britain (allowing all front options except Northern China - remembering the Australians fought in the Pacific and are covered by the the *Armies of Great Britain* book)
- **Chosen Theatre:** South-east Asian (allowing all years from late 1941 to 1945)
- **Chosen Year:** 1944 (the Burma theatre selector (from the *Armies of Great Britain* book) is a good starting point for unit choices but as not all of these units fought in South-east Asia, check with the event organiser for clarity. Most players will probably want to use the generic reinforced platoon selector for this sort of force as the theatre selector unnecessarily restricts the core choices far beyond the historical)

Example 3

- **Chosen Nation:** Finland (meaning Eastern Front becomes the only choice)
- **Chosen Theatre:** Eastern (however this allows all years 1939-45)
- **Chosen Year:** 1939 (the Winter War theatre selector (from the *Armies of Italy and the Axis* book) is again a good starting point for list construction)



All lists to be submitted by the 21st July to gazbetts@gmail.com with the subject line of *Bolt Action* Grand Tournament and English Nationals. All lists that are submitted by the deadline will receive an additional 2 points towards the overall event standings.

- Games will be two hours and thirty minutes in length.
- 750-point games will be 90 minutes in length.
- Once time is called, no new Order dice may be drawn and all games end at the end of the current Order dice activation – no further rounds are played, regardless of mission rules.

Please note the schedule is subject to change depending on venue opening times.

FRIDAY

- **Game 1:** Latest start time: 19.00
Finish time before midnight (1,250 pts)

SATURDAY

- **Game 2:** 08.30–10.00 (750 pts)
– Break: 15 mins
- **Game 3:** 10.15–12.45 (1,250 pts)
– Dinner: 1 hour
- **Game 4:** 13.45–15.00 (750 pts)
– Break: 15 minutes
- **Game 5:** 15.15–16.45 (750 pts)

SUNDAY

- **Game 6:** 08.30–11.00 (1,250 pts)
– Break: 1 hour
- **Game 7:** 12.00–14.30 (1,250 pts)
- Break down and prize giving

MISSION DEFINITIONS

- **Top Secret.** The objective will be placed on the table and cannot be moved – the mission is then changed so that the winner is the person who holds the objective at the end of the game.
- **Point Defence.** As this mission often ends in a draw, the BHGS team have changed the victory conditions. For this scenario, after the defender has nominated the three objectives, the attacker secretly picks one objective and writes it down. If, at the end of the game, the attacker has captured their secret objective, they win.
- All missions with **objective markers** will be set up before each game and can't be moved.

SCORING SYSTEM

The scoring system is as follows:

- 5 Points for a Win
- 3 Point for a Draw
- 1 Points for a Loss

