

# BOLT ACTION™



**LGT TOURNAMENT PACK**

# WELCOME!

## Welcome to Bolt Action at the London Grand Tournament!

We're delighted to be here in the capital for this awesome wargaming spectacle, and we can't wait to showcase Bolt Action in all of its glory – beautiful models on characterful tables, memorable close-fought games, and most importantly *our friendly community having loads of fun!* We'll be giving Second Edition a fantastic send-off as we start to welcome in Third Edition – it's time for one last hurrah for your favourite Second Ed. armies!

Thank you for joining us for the weekend! Read on to find out all the vital intelligence on how to construct your list, the missions you'll be fighting, and where and when you need to be – we're looking forward to seeing you!

## THE RULES

Armies *must* be fully painted and based (3-colour minimum).

Armies must be 'What You See Is What You Get' wherever possible – any exceptions must be made clear to TOs and opponents.

Any 'proxy' or stand-in units must be made clear to TOs and opponents.

Army Lists to be submitted for approval by 2359 on 16/9/24 to [marcus.vine@warlordgames.com](mailto:marcus.vine@warlordgames.com).

### ARMY SELECTION

Players must construct an army according to the following rules:

- Bolt Action *Second Edition!*
- 1,100pts
- 1-2 Generic Reinforced Platoons
- Maximum of 18 Order Dice *including* free units
- No special characters or War Correspondents
- Only units permitted to be included in Generic Reinforced Platoons may be used

### MISSIONS

#### SATURDAY

- **Game 1** – Meeting Engagement (Bolt Action 2 rulebook p135)
- **Game 2** – Point Defence (Bolt Action 2 rulebook p136)

- **Game 3** – Key Positions (Bolt Action 2 rulebook p144)

#### SUNDAY

- **Game 4** – Double Envelopment (Bolt Action 2 rulebook p137)
- **Game 5** – Sectors (Bolt Action 2 rulebook p148)

Each round will last 2hrs and 15 minutes, with a 30 minute break between rounds and a 1hr lunch.

Preparatory Bombardment will not be used except in Point Defence (Game 2).

### OBJECTIVES

Where a mission calls for objective markers, these will be provided in the form of a clearly marked 40mm round base. In game terms, objectives are impassable terrain, but do not block line of sight or provide any kind of cover.

To claim an objective, you must have a Scoring Unit with at least one model within 2" of the objective edge, and no enemy Scoring Units within 2" of the objective edge.

Scoring Units are Infantry and Artillery, with the following rules:

- Infantry and Artillery must dismount from transports/tows to claim
- Chaplains, Medics, Spotters may **not** claim

# THE RULES

## GAME SCORING

- Win – 3pts
- Draw – 1pt
- Loss – 0pt

In the event of a 'concession', the player conceding will receive 0 points, count as having killed 0 enemy Order Dice, and having lost all of their own Order Dice. The player who does not concede will receive 3 points, count as having killed every enemy Order Dice, and having lost none of their own.

## TIEBREAKERS

- 1 – Highest number of enemy Order Dice destroyed
- 2 – Lowest number of own Order Dice lost

When you complete your game, please come promptly to the TO desk to have it counted! We'll ask you to tell us who won, and how many Order Dice each player destroyed. We'll be drawing the first round pairings at random, and then using the 'Swiss Draw' method for subsequent rounds.

## EVENT SCHEDULE

### SATURDAY

0900 – 0930 - Registration and initial briefing  
0930 – 1145 - Game 1  
1215 – 1430 - Game 2  
1430 – 1530 - Lunch  
1545 – 1800 - Game 3

### SUNDAY

0900 – 0915 - Overnight briefing  
0915 – 1130 - Game 4  
1200 – 1415 - Game 5  
1430 – 1500 - Final scores and prizegiving ceremony

Please arrive on time each morning to ensure we can start promptly. If you have any issues or delays, please contact the TO by email at [marcus.vine@warlordgames.com](mailto:marcus.vine@warlordgames.com) so that we can make any special arrangements necessary.

# VENUE AND CONTACTS

## Venue

The Lee Valley Athletics Center,  
61 Meridian Way, London, N9 0AR

## Contacts

[marcus.vine@warlordgames.com](mailto:marcus.vine@warlordgames.com)  
[info@london40kgrandtournament.co.uk](mailto:info@london40kgrandtournament.co.uk)

## SPECIAL RAFFLE - ONLY AT LGT 2024!

To celebrate the launch of Bolt Action: Third Edition we're holding an exclusive raffle for all players at the Bolt Action at the LGT Tournament! By taking part you will automatically be entered into the raffle to win one of two prizes – a copy of our brand new starter set Battle of the Bulge OR a copy of the new hardback Bolt Action: Third Edition rulebook signed by none other than the author himself, Alessio Cavatore!

# [CLICK HERE TO BUY TICKETS](#)