

Open Bolt Action Tournament

This document is a template information pack for Bolt Action tournaments.

It explains our recommended tournament rules and limits, and the scoring system used to determine the winner of the tournament (also see Appendix 2).

For information about Bolt Action, come to see us at:

<http://www.warlordgames.com/bolt-action>

Tournament Schedule

FIRST DAY

09:00-9:45 Sign In

10:00-12:30 Game 1

Lunch Break

13:30-16:00 Game 2

Dinner Break

18:00-20:30 Game 3



Tournament Rules

FORCES The army will consist of:

A maximum 1,000 requisition points force

A maximum of 2 Platoons

A maximum of two Reinforced Platoons.

The platoons in the force must be selected using the army list section of any one of the existing supplement books or official pdf army lists. (i.e. Australians in the Pacific)

Each platoon must be formed either according to the generic reinforced platoon selector or one of the theatre selectors from the chosen supplement book.

Players are allowed to mix platoons from different theatre selectors (from the same book) into a single force. For example, you could have one generic British reinforced platoon alongside one taken from a Market Garden selector.

GAME TIME

After two hours of gameplay, the players must finish the current turn, and then the game ends automatically. The game is automatically over at two and a half hours.

ARMY LIST

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

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.

SCENARIOS

The following scenarios will be played, as described in the BA rulebook, on table with terrain that has been pre-set by the organisers.

Game 1: No Man's Land

Game 2: Demolition

Game 3: Top Secret

TOURNAMENT POINTS (TP)

Victory is calculated as described in the 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 enemies 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.

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.

APPENDIX 1. "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 manoeuvres, 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...).

On the other hand, if you don't like this Open style, look out for 'Historical' tournament and events, where for example 50% of the players will have Axis forces and 50% Allied forces, or the army restrictions have been fine-tuned to represent a particular period (early war, late war...), or a specific theatre (Eastern Front, Pacific). To each his own!

APPENDIX 2. MODIFYING THE TOURNAMENT PACK

This document is of course just a set of guidelines. If you organise your tournament, feel of course free to use it just as is, or to alter any part of it to accommodate your favourite way of enjoying the Bolt Action hobby!

As a rule of thumb, if you increase or decrease the size of the forces, we recommend increasing the number of available reinforced platoons as follows (but feel free to change this too if you prefer!):

Requisition Pts Limit	Number of Reinf. Platoons
Up to 500	1
501-1000	2
1001-1500	3
1501-2000	4
for each additional 500 pts	+1