



## **Bolt Action Welsh Open 28<sup>th</sup> and 29<sup>th</sup> November 2020**

Cardiff Wargames Club is proud to present the Eighth annual Bolt Action Welsh Open. We invite you to Firestorm Games, Cardiff, South Wales, to join us for another fun and action packed weekend.

As a slight to change to previous the format, this year Tickets will be available separately for the Saturday Reinforced Platoon Day and the Sunday armoured Platoon Day, at £20 each. Alternatively a full weekend Ticket will be available to cover both days at £35. Lunch time food will be served both days and is included in your ticket cost.

The Venue is close to Cardiff City Centre, we are a 2 minute walk from the central train station. The venue has a fully licenced bar and boasts easy accesses to hotels, restaurants and good night life, for those that can play games with a hangover.

The aim is to have no Blue on Blue games.

Day 1 ~ Reinforced Single Platoon (1000pts). 3 Games

Day 2 ~ Armoured Platoon (1250pts). 3 Games

Booking: To secure your place please purchase your ticket here

<https://www.thebattlefields.co.uk/events-at-the-battlefields/bolt-action-welsh-open-2020-cardiff---allied-ticket>

<https://www.thebattlefields.co.uk/events-at-the-battlefields/bolt-action-welsh-open-2020-cardiff---axis-ticket>

### **Event to be held:**

Firestorm Games Cardiff CF10 5DT

### **What to bring:**

- 2x copies of your army lists (one for you and one for your opponent).
- Dice, order dice, tape measure, templates and dice bag.
- Rules book and an up to date FAQ, and your Armies of book plus any Campaign books you have used units from.

## **Timetable for event:**

### **Friday**

We will hopefully be setting up from early afternoon on Friday; Firestorm is open until 11pm on a Friday evening. If you find yourself in Cardiff the night before join us for some pick-up games or get some practise in with your travelling companions, however please avoid playing on the tables being set up for the competition.

If you are bringing terrain and are in Cardiff on the Friday please feel free to set it up early.

### **Saturday**

- *Doors open 9.00 (including set up for tables for those supplying game boards)*
- *Registration 9.00 until 9.30*
- *First round 9.45 until 12.00*
- *Lunch 12.00 until 12.45 (Inc. best turned out army voting)*
- *Second round 12.45 until 3.00*
- *Break period 15 minutes*
- *Third round 3.15 until 5.30*
- *5.45 Reinforced Platoon Day awards*

### **Sunday**

- *Doors open 10.00.*
- *Registration 10.00 until 10.15*
- *First round 10.15 until 12.00*
- *Lunch 12.00 until 12.45(Inc. best turned out army voting)*
- *Second round 12.45 until 2.30*
- *Third Round 2.30 until 4.15*
- *Table clear down*
- *4.30 Awards Armoured Platoon Day and Overall Winners.*

### **Event rules:**

- Event will be played under Warlord Games Bolt Action version 2 Rules in conjunction with the Latest errata PDF [https://store.warlordgames.com/products/bolt-action-2-faq-v1?\\_pos=2645&\\_sid=4be54fd1a&\\_ss=r](https://store.warlordgames.com/products/bolt-action-2-faq-v1?_pos=2645&_sid=4be54fd1a&_ss=r)
- If there is a disagreement within the rules players are urged to resolve between themselves. Please use the common sense 'rule of thumb' if it seems idiotic in the real world then it probably is and remember it's a game! A referee ruling can be asked for at any time.
- Game will be a total of *2 hours 15 mins* for Reinforced Platoon Games and *1 hour 45 mins* for Armoured Platoon games. This includes for any set up and discussion between players about each other's list etc.
- Games will be played to standard 6 turn (with turn 7 available) or to the end of the current turn should time limit be reached.
- There will be 12 places for Axis and 12 places for Allies. There will be no blue on blue match ups unless absolutely necessarily.
- Any further rule changes or highlights will be posted in good time before the event.

### **List Selection :**

- No hard comp (but as always we reserved the right, to speak with you about your list. If in our opinion it is "OP"/"Nasty". We look to keep our tournaments fun, this is not a free licence to "break the game" so to speak.)
- Lists must be submitted by Midnight Friday 13<sup>th</sup> November 2020, using the Easy Army facility or on PDF to [mark@sword-dance.co.uk](mailto:mark@sword-dance.co.uk) A 1 point penalty will be imposed for each week or part thereof if late.
- Models tabled must use 'WYSIWYG' guideline
- Copies of the list must be available on the event day for your opponent to look over and ask any questions.
- For any other rule decisions that cannot be agreed between players please discuss with TO for final decision.

### **Additional Saturday Reinforced Platoon List selection:**

Players must use a list to the following criteria:

- One reinforced platoon
- 1000 point maximum list
- No dice limit (but please keep on mind the time limit and pressures of a tournament setting).
- With the profusion and ever increasing amount of Theatre Selectors available within the game (many of which were not devised for competitive play) to ensure a level playing field and for clarity all forces must be built using the Generic Selector ~ page 153 of Rulebook.
- Additional new Units from the Campaign and Theatre books are not necessarily off limits but will only be allowed with prior discussion and agreement with the Organising committee ~ we don't wish to be heavy handed with this and we will try to accommodate if we can without losing the friendly competitive nature of the tournament.
- Max of 2 flamethrowers of any type.
- Max of 1 Multi Launcher
- Named characters are not available for this event.
- The plane rules are not in effect for this event.

### **Awards**

- Best Painted Reinforced platoon (voted for by the competitors)
- Best Axis General
- Runner Up Axis general
- Best Allied General
- Runner Up Allied General

### **Sunday Armoured Platoon List selection :**

- One reinforced platoon taken (as per page 11 Tank War )
- 1250 point max list ~ remember you will need to pay the +25pt for a Command Vehicle unless that special rule is already part of the vehicles profile. In addition you must have enough transport for all your infantry and artillery units.
- If you are also playing the Saturday Reinforced Platoon day your armoured list **DOES NOT** have to be of the same nation as your Saturday list. However it does need to come from the same side ~ Axis or allies
- Max of 2 Infantry Flamethrowers.
- Max of 10 non Armoured units ( this includes your transport /tow choices) ~ this is to help make the games run faster within the shorter time length and also to give a more Armoured Platoon flavour to the day.
- **NO** free units such as British artillery Observer, Soviet Rifle squads etc to be allowed.
- The German “ Tiger Fear” rule will not be used.

### **Awards**

- Best Painted Armoured platoon (voted for by the competitors)
- Best Axis General
- Runner up Axis General
- Best Allied General
- Runner Up Allied General
- Top Tank Killer of the Day.

## Welsh Open 2020 Overall Awards

- Best Axis General
- 2<sup>nd</sup> and 3<sup>rd</sup> Place Runners up Axis General
- Best Allied General
- 2<sup>nd</sup> and 3<sup>rd</sup> Place Runners Up Allied General
- Highest scoring Minor Nation General ( not of the above )

## Tournament Scoring

Each day's competition will be scored as follows:

5 event points will be awarded for a win, 2 for a draw and 0 for a loss.

Every table will have a Secondary objective which will be clearly identifiable and be already placed on the table. Holding a secondary objective at the end of the game will gain you a bonus of +2 to your event points for that round. Holding a secondary objective never counts towards determining who has won or lost a mission.

There are 10 tertiary objectives worth +1 points each towards your event score. Each of these may only be claimed once during the full weekend event and only one per game. Gaining a Tertiary objective adds only to your event score, it doesn't count for winning or losing the mission you've played. The tertiary objectives are:

- Anti-Tank – Destroy all your opponent's armoured vehicles.
- Cold Steel – Destroy an enemy infantry or artillery unit by infantry assault.
- Counter-battery – Destroy an enemy artillery unit by indirect fire.
- Force Preservation – Finish a scenario with 75% or more friendly units still represented on the table at the end of the game.
- Go Straight At 'Em – Play a game without Outflanking or Reserving any for your units.
- No Prisoners! – Destroy 75% or more of the enemy units in the game.
- Not Cricket! – Kill an enemy HQ unit.
- Overrun – Destroy an enemy unit with a tank assault.
- Pyrrhic Victory– Win or draw a scenario with at least 75% of your units destroyed or counting as destroyed.
- Suppressive Fire – Destroy an enemy unit with pins (not a failed morale test).

With the absence of theatre lists, to encourage lists to be as thematic as possible a bonus +1 point will also be given each day to lists that are based on ;

A stated unit, theatre and year and have appropriate equipment to that theatre and year. For example ~ Deutsche Afrika Korps , Western Desert 1942 ~ with no Panzerfausts.

Or Canadian 3<sup>rd</sup> Division , D Day Landings 1944 ~ with no M3 Stuart 1 bristling with machine guns!

We are not expecting miniscule detail and painstaking research. Just a basic effort to have a believable force will get you the bonus point.

Each Day will therefore score a max of 25 points. In the event of a Tie in events points it will come down to the amount of units lost throughout the competition.

### **Any questions?**

Feel free to contact me on [mark@sword-dance.co.uk](mailto:mark@sword-dance.co.uk)

There is also a facebook group page ~ [Bolt Action Welsh Open 2020](#) which entrants and interested parties are more than welcome to join. This group will be updated with news re the Event , Prizes, Pack clarifications etc.