



## **Bolt Action Welsh Open**

### **14<sup>th</sup> and 15<sup>th</sup> September 2024**

Mr V The Old Major is proud to present the 11th annual Bolt Action Welsh Open. We invite you to Firestorm Games, Cardiff, South Wales, to join us for another fun and action packed weekend and celebrate in style the last big “blow out” for Version 2 of the rules.

Tickets are priced at £40.00 for the two days. Lunch time food will be served both days.

There are no Blue on Blue games and you will be fighting 5 games at 1100pts .

There is a big difference to this years tournament rules. Day 1 will operate as we have always done in previous years, namely for games 2 and 3 you will move to the table on your right. However this will change for Day 2. The scores from your your day 1 games will provide a “seeding” for Day 2 where a Swiss pairings will be used to determine your opponents in games 4 and 5.

Booking: To secure your place please purchase your ticket here

<https://www.thebattlefields.co.uk/events-at-the-battlefields/bolt-action-welsh-open-2024--axis-ticket>

<https://www.thebattlefields.co.uk/events-at-the-battlefields/bolt-action-welsh-open-2024--allied-ticket>

There are a maximum of 25 tickets for each side.

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

Firestorm Games

Sloper Rd , Cardiff, CF11 8AB

[www.firestormgames.co.uk](http://www.firestormgames.co.uk)

**What to bring:**

- 2x copies of your army list (one for you and one for your opponent).
- Dice, order dice, tape measure , templates and dice bag. (Please make sure your order dice are in good condition)!
- Rules book and an up to date FAQ, and your Armies of book.

**Timetable for event:****Friday**

Firestorm is now very busy on a Friday evening and as such it is unlikely that we will be able to set up any tables on the night before.

If you are bringing terrain and are in Cardiff on the Friday please note that this year you will be unlikely to be able to set up early. You are more than welcome to have a practice game at Firestorm on the Friday but please contact me to reserve a table.

**Saturday**

- *Doors open 9.00 (including set up for tables for those supplying game boards)*
- *Registration 9.30 until 10.00*
- *First round 10.00 until 12.30*
- *Lunch 12.30 until 1.15*
- *Second round 1.15 until 3.45*
- *Break period 15 minutes*
- *Third round 4.00 until 6.30*

**Sunday**

- *Doors open 10.00.*
- *First round 10.15.until 12.45*
- *Lunch 12..45. until 1.30 (voting for Best Themed army)*
- *Second round 1.30 until 4.00.*
- *Table clear down*
- *Awards 4.30*

### Event rules:

- Event will be played under Warlord Games Bolt Action version 2 Rules in conjunction with the Latest errata PDF available here ~

[https://warlord-community.warlordgames.com/wp-content/uploads/2024/02/Bolt-Action-Errata\\_Feb28-2024.pdf](https://warlord-community.warlordgames.com/wp-content/uploads/2024/02/Bolt-Action-Errata_Feb28-2024.pdf)

- 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 30 mins*, 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.
- An attempt will be made to provide players with at least 1 game with a theatre appropriate opponent and/or a theatre appropriate table.
- There will be 25 places for Axis and 25 places for Allies. There will be no blue on blue match ups
- Any further rule changes or highlights will be posted in good time before the event.

### List selection:

Players must use a list to the following criteria:

- One reinforced platoon ~ **Theatre Selectors Only. I know this may phase people but NO Generic Lists. The vast majority of generic lists people regularly use can fit into a theatre selector with either no or with minor alterations. If you really cannot find a selector that suits your force from a thematic point of view please contact the TO to discuss.**
- 1100 point maximum list
- No dice limit (but please keep on mind the time limit and pressures of a tournament setting).
- The Welsh Open has the reputation for being a "friendly" tournament. Please leave any Win At All Costs attitudes at home!! We look to keep our tournaments fun and whilst healthy competition is encouraged this is not a free license to "break the game". As always we reserved the right, to speak with you about your list. If in our opinion it is "OP"/"Nasty".
- Lists must be submitted by Midnight Friday 6<sup>th</sup> September 2024, by pdf. A 5 point penalty will be imposed for each week or part thereof if late.

Email to ~ mark@sword-dance.co.uk

- 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.

In line with Warlords current advice regarding Campaign and Theatre Books, as well as the Units contained within them, your list must be from one of "The Armies of ..." books below.

The army list section of the Armies of Germany supplement book.

The army list section of the Armies of United States supplement book.

The army list section of the Armies of Great Britain supplement book.

The army list section of the Armies of the Soviet Union supplement book

The army list section of the Armies of Imperial Japan supplement book.

The army list section of the Armies of France and the Allies supplement book.

The army list section of the Armies of Italy and the Axis supplement book.

Additional "Armies of ..." as well as additional selectors that have been approved may be found at the end of this document.

Likewise in line with Warlords advice on Units from the Campaign and Theatre books. These are not allowed unless it specifically states in the unit's entry that they are allowed in either a Generic platoon or the Theatre Selector you have chosen. Units available in the additional selectors in the appendix will also be allowed.

Eg 1 ~ Wasp IIC page 83 of D-Day British & Canadian Sectors states in the entry that it can be used in a Generic Platoon Selector ( counting as a self-propelled artillery ) or in theatre Selectors from that book. Therefore you could include it in either a British or Canadian Generic list or in Canadian theatre list as mentioned above. But you could not use it a British theatre list either from the D Day Book or from The Armies of Great Briton Book.

Eg 2 ~ Forward Naval Observer pg 158 of Campaign D-Day: Overlord does not state in its entry that it can be used in either a generic selector or other theatre selectors. Therefore it would not be usable in this tournament.

Other restrictions and alterations to basic rules ~

MMGs ~ Infantry team mmgs will score d2 pins on a successful hit

Max of 2 flamethrowers of any type.

Max of 1 Multi Launcher

No Turret Jam

No Canister Tank Shells.

There will be a cap of 100 points worth of "free units " on those armies allowed them.

**Limits to "Dakka"** The additional hull mounted mmgs/lmgs on both the Stuart 1&2 and the Panzer III (A to D variants) though allowed, can only be used in theatre lists up to and including 1943

You cannot mix units from different army books together under any circumstances, unless clearly stated in the army of book, i.e lend lease/axis support in Italy and the Axis army book.

Named characters are not available for this event.

For any other rule decisions that cannot be agreed between players please discuss with TO for final decision.

### **Scoring.**

12 Points for a win

6 points for a draw

2 points for a loss

0 points for a concede

4 points for holding the secondary objective

2 points per tertiary objectives (max of 2 per game)

Every table will have a secondary objective which will be clearly identifiable and be already placed on the table. This objective is held if you have at least one infantry model in base contact with it at the game's end and no enemy infantry model is in base contact. Holding a secondary objective will gain you a bonus of +4 to your event points for that round (so a potential total of +20 for the event). Holding a secondary objective never counts towards determining who has won or lost a mission. There are 15 objectives worth +2 points each towards your event score. Each of these may only be claimed once during the event and only two may be claimed per game (if you get two or more, choose the one you want for that 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:

- Against All Odds – Win an assault when you are rolling half or less the number of dice your enemy has.
- 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.
- Fire and Manoeuvre – Play through an entire game without initiating an assault.
- The Vanilla Slice - field an army with no flamethrowers or multi launchers.
- 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 headquarters team.
- Sniper Duel – Destroy an enemy sniper team with a shot from your own sniper.
- Stand Up and Fight! – Never voluntarily issue a Down order or retain a Down order (being forced down as a result of failing a test doesn't count).
- Suppressive Fire – Destroy an enemy unit with pins (not a failed morale test).
- Panzer knacker – Destroy an enemy armoured vehicle of damage value 8+ using an infantry unit (infantry AT weapon or assault).
- Pyrrhic victory – Win or draw a scenario with at least 75% of your units destroyed or counting as destroyed.

So you may gain up to +20 event points in each game, through achieving tertiary objectives also. Hence the maximum possible score would be 100 event points (five wins at 12 point each, holding all five secondary objectives at +4 each, and achieving two different tertiary objectives in each game at +2 each per game).

In the event of tournament points being tied, whichever player has lost fewest units over all their games will be placed higher (note this is a change from the usual 'enemy killed' as a tie break and also is based on the number of units lost, not their cost). Note also that the additional points for holding secondary and tertiary objectives make it quite unlikely that this tie break

### **Prize Support.**

Most Sporting Player (voted for by the competitors)

Best Themed Army (voted for by the competitors)

Best Table provided by Competitor (chosen by organisers)

Best Axis General

Plus second and third

Best Allied General

Plus second and third

Highest placed Axis Minor Power

Highest placed Allied Minor Power

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Great Escape Miniatures

The Boy Soldier

RKX miniatures

Others to be announced

### **Acknowledgments**

Thanks to Ian Jones for his continued support and sagely advice in keeping the Welsh Open Bolt Action Event alive and kicking.

Thanks also to Richard Humble for use of his format for the competition, advice and support. All gratefully received.

## Appendix

Approved Additional Armies and Selectors:

*New Guinea.* Armies of Australia pg 76 ~ Inc Theatre Lists pg 101 -104

*Empire In Flames.* Armies of China pg 31 ~ Inc Theatre Lists pg 22-25

*Battle of The Bulge* ~ Free French in Europe 44/45 pg 87, 103-113

~Late war Falshirmjager pg 88

*Battle of France* ~ Grenadier Guards pg 99 ~, Chasseurs Alpina pg 101

~ Inf Regiment 9 Potsdam pg 106, Italian Army Group West pg 107

*D Day Overlord* ~ 6<sup>th</sup> Airborne Reinforced pg 162, Merville assault (Actual & Planned) pg 162 -163

~ 91<sup>st</sup> Luftlande division , pg 166, 21<sup>st</sup> Panzer Div pg170

~ US D day Afternoon pg 177

*Stalingrad* ~ Soviet selectors pg 135 to 139

~ German selectors pg 145 to 148, 151, 152

~ Romanian Cavalry Troop pg 154

*Fortress Budapest* ~ Panzergrenadier pg 137, Panzer Recon pg 138

~ Carpathion Border Guards pg 142, Budapest Pocket pg 148

~ Urban assault Group pg 150, Forward Detachment Recon Party pg 153

~ Allied Romanian Inf Division pg155

The Road To Berlin ~ selectors on pgs 17, 50,51, 109

*Mariana & Palau* ~ US Marines pg 116, US Army pg 116, Palau Japanese pg 117

*D-Day British & Canadian Sector* ~ The Canadian Army pg 138, inc Theatre lists pg 150 -155

~ British and Inter allied Commandos pg 118, inc lists pg 133-137

~ 12<sup>th</sup> SS Hitler Jugend pg 162 , inc lists pg 167 -168

~ Luftwaffe Field Division pg 172 inc list 178 , Panzer Lehr pg 104

*D-Day US Sectors* ~ Rangers pg 106 inc lists (no Cannon company rule) Darby's Rangers pg 114,

~ Late war Rangers company pg 114

~ US Airborne pg 119 inc list US Airborne Company pg 124

~ SAS NW Europe pg 128 inc list pg 132, Maquis pg 95, Paris Uprising pg 97

~ Lions of Caretan pg 137 ( max of 3mmg)

*Market Garden* ~ British/Polish Paratroop Reinforced Platoon (pg 22), Airlanding Platoon pg 23

*Italy Soft Underbelly* ~ Italian Army special rules pg 129 , Divisione Costiara pg 131, plus selectors 132 to 134

~ German selectors pg 134 to 137, 140

### Italy Tough Gut

~ British & Commonwealth , Assault on Gustav Line pg 122, Anzio pg 123, 2<sup>nd</sup> & 3<sup>rd</sup> Battles of Cassino pg124, Operation Diadem pg126, Operation Honker pg 127. US 1<sup>st</sup> Battle of Cassino pg 129, Anzio pg 131, Operation Diadem pg 134, VI Corp pg 135, II Corp pg 136,  
German ~ 1<sup>st</sup> Parachute Corps pg 142, Group East or west pg 144, LXXVI Panzer Corp pg 144,

### Case Blue

New army rules allowed but only for use in theatres from Case Blue

Armies of Slovakia ~ Slovak Mobile Div pg 164

Soviet ~ theatre selectors on pgs 136, 137,139, Don Bridgehead pg 140, Little Saturn pg 144, Soviet Kuban pg 145,  
German ~ 46 Infanterie, Sevastapol assault pg 147, Brandenburger Recce pg 149, Edelweiss pg 150, German Kuban pg 154

Italy ~ all

Hungarian ~ 2<sup>nd</sup> Army pg 158

Romanian ~ Mountain Corp pg 160, 3<sup>rd</sup> Army pg 161 Romanian Kuban pg 163,

*Western Desert* ~ Commonwealth armies cannot combine British National Characteristics or National rules with their own (1 or the other **NOT BOTH**), Italian National Rules are replaced for these selectors by characteristics on page 104

~ Italian Selectors 106 to 108

~ German 1942DAK light Africa Division , 1941 DAK light Division pg 111

~ free french pg 118 to 119

### Any questions?

Feel free to contact me on Facebook ~ Mark Vance or email [mark@sword-dance.co.uk](mailto:mark@sword-dance.co.uk)

Please Join the Welsh Open Facebook group for further info



