

Bolt Action Welsh Open 2020 Mission Pack

Key Changes to Missions ~ It would be worth your while to read the missions fairly carefully. Although some missions closely resemble some of the book missions and others BAA missions, all have been tweaked a little, usually concerning set-up and, most importantly, victory conditions.

1 – All objectives are 40mm diameter and have been provided and pre-placed. Please don't move them. If you have brought your own lovingly-crafted objective markers, pop them down on top if you like, but use the ones provided to actually determine victory (ie whether you touch or not). All objectives are fixed and immovable.

2 –

Reinforced Platoon Day (R):

You contest or claim objectives by having an infantry or artillery model in contact at the game's end (end of turn for Raid). That's infantry and artillery units only. No vehicles can claim or contest in any mission at all. Not even once and not even occupied transports, you need to get out to hold objectives. But note that claiming an objective is not always the same as gaining victory points. Vehicles can get you non-objective-based victory points, e.g. for exiting the table, destroying the enemy and so on.. Note also that it's only models in contact that count for holding objectives (no 'within 3" here). Parking a vehicle on top of an objective to deny the enemy is legitimate, but if the vehicle is destroyed then touching its wreck is sufficient to claim the objective.

Armoured Platoon Day (A):

You contest or claim objectives by having **any** unit (excluding empty transports) in contact at the game's end (end of turn for Raid). But note that claiming an objective is not always the same as gaining victory points. Vehicles can get you non-objective-based victory points, e.g. for exiting the table, destroying the enemy and so on. Note also that it's only models in contact that count for holding objectives (no 'within 3" here). Parking a vehicle on top of an objective to deny the enemy is legitimate, but if the vehicle is destroyed then touching its wreck is sufficient to claim the objective.

3 – Objectives placed in buildings (or the same part-building if the whole building has been split for game purposes) must be on the ground floor. If an objective is in a building, you claim the objective by having a unit on the ground floor and no enemy unit in the building (or part-building); you contest only by being in the same building (or part-building). Simply touching the building from outside will not allow a unit either to claim or contest. If a building containing the objective is destroyed, place the objective marker in the centre of the ruin. If a building containing an objective is set on fire then neither side may claim that objective.

4 – In objective-only missions, a simple majority held is required for victory.

5 – Preliminary Bombardments happen automatically.

6 – Mission names have been changed to avoid players presuming that the game is played in exactly the same way as in the rulebook, or BAA versions.

7 – Secondary Objectives and Tertiary Objectives never count towards determining who has won a mission. They are important only as ways to gain extra Tournament Points.

Battle of Attrition (R&A)

PRELIMINARY

Take your designated table edge.

SET-UP

No units (except Forward Deployers assigned as part of a first wave) begin on the table. The Allied player nominates at least half his units to form his first wave. Any units not in the first wave are left in reserve (and of course may outflank if desired). Then the Axis player does the same. Remember that Forward Deployers who are not in reserve are deployed after both players have set up their other units.

The Allied player will declare all Reserves and Outflanking units first. Note that in this mission Forward Deployment alternates between players. The Allied player will deploy the first such unit if he has one.

On the first turn both players must bring their first wave onto the table. These units may enter from any point on their side's table edge and must be given a Run or Advance order. Note that no order test is required to enter as part of the first wave.

DURATION

The game will last at least 6 turns. At the end of turn 6, roll a dice. On a result of 4+, play one more turn. Otherwise the game ends.

VICTORY

If neither player has destroyed at least a third of the enemy units then both players lose.

If at least one player has destroyed at least a third of enemy units (as above) then:

A player losing at least two more units than his opponent loses the game and the other player is the winner. Otherwise the game is drawn,

Note that a player may win even if he has failed to destroy 1/3 of the enemy, so long as the enemy has destroyed 1/3 of his forces.

Breakout (R)

PRELIMINARY

Take your designated table edge. The Axis player is the Attacker.

SET-UP

The Allied player sets up at least half of his units within 12" of his board edge. These units begin the game in hidden set-up. All his other infantry units who are not declared as embarked in transports or towed will enter as a first wave on turn one. Artillery and vehicles (transports and tows may carry eligible units if desired) must be put in Outflank (not simple Reserve) if not placed as part of the initial setup.

Then the Axis player nominates at least half of his units to form his first wave. Any units not in the first wave are left in Reserve and may not Outflank.

The Allied player will declare all Outflanking units before the Axis player declares any Reserves. He will also place all of his Forward Deploying units first, if he has any. Remember that Forward Deployers who are not in Reserve are deployed after both players have set up their other units. On the first turn both players must bring their first wave onto the table. These units may enter from any point on their side's table edge and must be given a Run or Advance order. Note that no order test is required to enter as part of the first wave.

PREPARATORY BOMBARDMENT

A preparatory bombardment strikes the Defender's positions (see p.118 of the rulebook). Note this is automatic and no dice roll to see if it appears is required.

DURATION

The game will last at least 6 turns. At the end of turn 6, roll a dice. On a result of 4+, play one more turn. Otherwise the game ends.

VICTORY

At the end of the game the Attacker scores 1 point for every one of his units that has crossed entirely over the halfway line and is not wholly inside the Defender's deployment zone, 2 points for every one of his units that is wholly within the Defender's deployment zone and 4 points for every unit that has via exited the table the Defender's board edge (a unit must move wholly off the board to exit, if it has insufficient movement to completely exit, it stops at the board edge) and 1 point for each of the Defender's units destroyed.

The Defender scores 2 points for each of the Attacker's units that is destroyed and 1 point for any of the Attacker's units that are wholly or partly within 12" of the Attacker's long table edge. If one player scores four or more points than his opponent, the high scoring player is the winner. Otherwise the game is drawn.

Crucible (R&A)

PRELIMINARY

Take your designated table edge. Four objectives have been placed, two in each player's half of the table, at least 9" from any board edge and at least 18" apart. If an objective happens to be placed in a building then to hold it a player must have a unit inside the building on the ground floor, not merely outside and in contact with the building's walls. If a building containing the objective is destroyed, place the objective marker in the centre of the ruin. If a building containing an objective is set on fire then neither side may claim that objective.

SET-UP

An Italian player may use his Defensive Strategy National Rule in this mission.

The Axis player sets up all his infantry and artillery units and any or all of his transports and tows anywhere within 18" of his table edge. Units may begin inside a transport or towed if desired. These units begin the game in Hidden set-up. All his other vehicles must begin in Reserve (and may Outflank if desired).

Then the Allied player sets up all his infantry and artillery units and any or all his transports and tows anywhere within 18" of his table edge. Units may begin inside a transport or towed if desired. These units begin the game in Hidden set-up. All his other vehicles must begin in Reserve (and may outflank if desired).

Remember that Forward Deployers who are not in Reserve are deployed after both players have set up their other units. Note that in this mission Forward Deployment alternates between players.

Player One will deploy the first such unit if he has one.

The Axis player will declare all Reserves and Outflanking units first.

PREPARATORY BOMBARDMENT

A preparatory bombardment will strike every unit that has deployed on the table (see p.118 of the rulebook). The British Bombardment National Rule will be used for rolls against enemy units only. Note that this bombardment is automatic, no dice roll for it to appear is made.

DURATION

The game will last at least 6 turns. At the end of turn 6, roll a dice. On a result of 4+, play one more turn. Otherwise the game ends.

VICTORY

At the end of the game score 4 points for every objective you hold.

An objective is held if no enemy unit is in base contact and any friendly unit is in base contact at the game's end. It is contested if both players have a unit in base contact and is uncontrolled if nobody has a unit in base contact. Note there is no practical difference between contested and uncontrolled. Also score one point for each enemy unit eliminated, excluding transports and tows.

If one player has at least 4 more points than his opponent, he wins. Otherwise the result is a draw.

Flank Attack (R)

PRELIMINARY

Take your designated table edge. The Allied player is the Attacker.

Three objectives have been placed, one within 6" of the centre of the table and the other two within the diagonal table half created by the Axis player's short and long table edges. Objectives will be at least 12" from any table edge and at least 15" apart. If an objective happens to be placed in a building then to hold it a player must have a unit inside the building on the ground floor, not merely outside and in contact with the building's walls. If a building containing the objective is destroyed, place the objective marker in the centre of the ruin. If a building containing an objective is set on fire then neither side may claim that objective.

SET-UP

An Italian player may use his Defensive Strategy National Rule in this mission.

The Axis player sets up at least half of his units within the diagonal half of the table formed by his table edge and the short table edge to his right. These units begin the game in hidden set-up. Other units will begin the game in Reserve (and may Outflank if desired). Outflanking units may only enter by the Axis player's short table edge.

The Allied player sets up at least half of his infantry units in his diagonal half of the table at least 15" from any enemy unit. Any of the Allied player's vehicles may enter on turn one as a first wave. Transports and tows entering as part of this first wave may carry eligible units. Any units not in the first wave are left in Reserve (and may Outflank if desired). Outflanking units may only enter by the Allied player's short table edge.

The Axis player will declare all Reserves and Outflanking units first. He will also place all of his forward deploying units first, if he has any. Remember that Forward Deployers who are not in reserve are deployed after both players have set up their other units

On the first turn, the Allied player must bring his first wave onto the table. These units may enter from any point on the attacker's long table edge and must be given a Run or Advance order. Note that no order test is required to enter as part of the first wave.

DURATION

The game will last at least 6 turns. At the end of turn 6, roll a dice. On a result of 4+, play one more turn. Otherwise the game ends.

VICTORY

At the end of the game, determine who holds the most objectives. That player is the winner. If both players hold the same number of objectives, the mission is drawn.

To hold an objective there must be a model from one of your infantry or artillery units in base contact with of the objective at the end of the game, and there must be no enemy infantry or artillery model in base contact with it.

Hedgehog (R)

PRELIMINARY

Take your designated table edge. The Axis player is the attacker.

An objective will have been placed at the exact centre of the table. If the objective happens to be placed in a building then to hold it a player must have a unit inside the building on the ground floor, not merely outside and in contact with the building's walls. If a building containing the objective is destroyed, place the objective marker in the centre of the ruin. If a building containing an objective is set on fire then neither side may claim that objective.

SET-UP

The Allied player sets up at least half his force more than 18" from his own table edge and at least 15" from any other table edge. These units begin the game in hidden set-up. The rest go in Reserve (and may Outflank if desired).

The Axis player nominates at least half of his units to form his first wave. Any units not in the first wave are left in reserve (and may Outflank if desired).

The Allied player will declare all Reserves and Outflanking units first. He will also place all of his Forward Deploying units first if he has any. Remember that Forward Deployers who are not in Reserve are deployed after the defender has set up his other units.

On the first turn, the Axis player must bring his first wave onto the table. These units may enter from any point on the Attacker's table edge or either short edge, and must be given a Run or Advance order.

Note that no order test is required to enter as part of the first wave.

PREPARATORY BOMBARDMENT

A preparatory bombardment strikes the Defender's positions (see p.118 of the rulebook). Note this is automatic and no dice roll to see if it appears is required.

DURATION

The game will last at least 6 turns. At the end of turn 6, roll a dice. On a result of 4+, play one more turn. Otherwise the game ends.

VICTORY

Both players score 1 Victory Point for every enemy unit destroyed.

If a player controls the objective at the end of the game he gains 4 Victory Points.

The objective is held if at the end of the game any model from a friendly infantry or artillery unit is in base contact with the objective and no enemy infantry or artillery model is in base contact.

A player that has two or more victory points than his opponent wins. Otherwise the game is drawn.

Hold the Line (R)

PRELIMINARY

Take your designated table edge. The Allied player is the attacker.

Three objectives will have been placed in the Axis player's half of the table, at least 6" from the Allied player's table edge and at least 18" apart. If an objective happens to be placed in a building then building then it must be placed on the ground floor and to hold it a player must have a unit inside the building on the ground floor, not merely outside and in contact with the building's walls. If a building containing an objective is set on fire then neither side may claim that objective.

SET-UP

An Italian player may use his Defensive Strategy National Rule in this mission.

The Axis player sets up at least half of his units within 12" of his board edge. These units begin the game in hidden set-up. All his other infantry units will enter as a first wave on turn one but artillery and vehicles must be reserved if not placed as part of the initial setup.

The Allied player nominates at least half of his units to form his first wave. Any units not in the first wave are left in Reserve (and may Outflank if desired).

The Axis player will declare all Reserves and Outflanking first. He will also place all of his first forward deploying units first if he has any. Remember that Forward Deployers who are not in Reserve are deployed after both players have set up their other units.

On the first turn, both players must bring their first waves onto the table. These units may enter from any point on the owning player's table edge and must be given a Run or Advance order. Note that no order test is required to enter as part of the first wave.

PREPARATORY BOMBARDMENT

A preparatory bombardment strikes the Axis player's positions (see p.118 of the rulebook). Note this is automatic and no dice roll to see if it appears is required.

DURATION

The game will last at least 6 turns. At the end of turn 6, roll a dice. On a result of 4+, play one more turn. Otherwise the game ends.

VICTORY

At the end of the game, determine who holds the most objectives. That player is the winner. If both players hold the same number of objectives, the mission is drawn.

To hold an objective there must be a model from one of your infantry or artillery units in base contact with of the objective at the end of the game, and there must be no enemy infantry or artillery model in base contact with it.

Lost Patrol (R)

PRELIMINARY

Take your designated table edge. The Axis player is the attacker.

An objective will have been placed within 6" of the centre of the table and equidistant from both long edges, If the objective happens to be placed in a building then to hold it a player must have a unit inside the building on the ground floor, not merely outside and in contact with the building's walls. If a building containing the objective is destroyed, place the objective marker in the centre of the ruin. If a building containing an objective is set on fire then neither side may claim that objective.

SET-UP

The Allied player sets up one infantry squad and one other unit (which can be anything with a Damage Value of 7+ or less) within 6" of the objective. Half of his remaining units (rounding down) form his first wave (this must include any units that wish to forward deploy). The rest go in Reserve (and may Outflank if desired).

The Axis player may then set up any or all of his infantry units anywhere on the table so long as they are more than 18" from the objective and any Allied unit. These units begin the game in Hidden set-up. All other Axis units begin in Reserve (and may Outflank if desired). Remember that Forward Deployers who are not in reserve are deployed after both players have set up their other units.

The Allied player will declare all Reserves and Outflanking units first. Allied Forward Deployers (which must have been assigned as part of his first wave) set up first, at least 12" from any of the Axis units.

The Axis player deploys any Forward Deployers second, and these must be at least 12" from any of the Allied player's units.

On the first turn, the Allied player must bring his first wave onto the table. These units may enter from any point on the Allied player's table edge and must be given a Run or Advance order. Note that no order test is required to enter as part of the first wave.

DURATION

The game will last at least 6 turns. At the end of turn 6, roll a dice. On a result of 4+, play one more turn. Otherwise the game ends.

VICTORY

If one side controls the objective at the end of the game that player is the winner. Otherwise the game is drawn.

The objective is held if at the end of the game any model from a friendly infantry or artillery unit is in base contact with the objective and no enemy infantry or artillery model is in base contact.

Raid - Axis Attack (R)

PRELIMINARY

Take your designated table edge.

One objective will have been placed in each player half of the board, at least 6" from the long edge and no more than 24" from one of the short edges. If an objective happens to be placed in a building then to hold it a player must have a unit inside the building on the ground floor, not merely outside and in contact with the building's walls. If a building containing the objective is destroyed, place the objective marker in the centre of the ruin. If a building containing an objective is set on fire then neither side may claim that objective. You must protect the objective in your table half and destroy the objective that is in the enemy half (see Victory below)

SET-UP

Players must deploy half their units (rounded down) within 12" of their table edge, These units begin the game in hidden set-up. All other units will begin in Reserve (and may Outflank if desired). The Allied player will deploy first. Remember that Forward Deployers who are not in reserve are deployed after both players have set up their other units.

The Allied player will declare all Reserves and Outflanking units first. Note that in this mission Forward Deployment alternates between players. The Allied player will deploy the first such unit if he has one.

DURATION

The game will last at least 6 turns. At the end of turn 6, roll a dice. On a result of 4+, play one more turn. Otherwise the game ends.

VICTORY

At the end of the game if one player has destroyed his objective and the other player has not then that player is the winner. If neither objective has been destroyed, both players lose. If both objectives have been destroyed the game is a draw.

An enemy objective is destroyed if any of your infantry or artillery units ends a turn in base contact with the objective regardless of the proximity of any enemy units.

Seize Ground (R&A)

PRELIMINARY

Take your designated table edge.

Three objectives will have been placed, one in the dead centre of the table and one in each table half, at least 9" from any board edge and at least 12" from the centre objective. If the objective happens to be placed in a building then to hold it a player must have a unit inside the building on the ground floor, not merely outside and in contact with the building's walls. If a building containing the objective is destroyed, place the objective marker in the centre of the ruin. If a building containing an objective is set on fire then neither side may claim that objective.

SET-UP

All units begin the game in **Reserve**. Note that this means no units may use Forward Deployment, including Spotters.

In this game the Axis player will declare all Reserves and Outflanking units first.

On the first turn Reserves may enter using the usual rules for Reserves (ie orders test to enter).

Outflanking units must wait until at least turn three as usual.

DURATION

The game will last at least 6 turns. At the end of turn 6, roll a dice. On a result of 4+, play one more turn. Otherwise the game ends.

VICTORY

If one side controls more objectives than his opponent at the end of the game then he is the winner. Otherwise the game is drawn.

An objective is held if at the end of the game any model from an infantry or artillery unit is in base contact with the objective and no enemy infantry or artillery models are in base contact. (R)

OR

An objective is held if at the end of the game by having **any** unit in contact with the objective (excluding empty transports) and no enemy models are in base contact. (A)

Spitfire Down (R)

PRELIMINARY

Take your designated table edge.

SET-UP

No units (except Forward Deployers assigned as part of a first wave) begin on the table.

The Allied player nominates at least half of his units to form his first wave. Any units not in the first wave are left in Reserve (and of course may Outflank if desired). Then the Axis player does the same. Remember that Forward Deployers who are not in reserve are deployed after both players have set up their other units. The **Allied** player will declare all Reserves and Outflanking units first. Note that in this mission. Forward Deployment alternates between players. The Allied player will deploy the first such unit if he has one. On the first turn both players must bring their first wave onto the table. These units may enter from any point on their side's table edge and must be given a Run or Advance order. Note that no order test is required to enter as part of the first wave.

OBJECTIVE

Starting at the beginning of turn three and at the beginning of every turn thereafter, and before resolving any other pre-turn events, roll a d6. If the roll is equal to or less than the current turn number then:

Roll d66 (ie one d6 that counts as tens, another as units). The resultant total will give you the number of inches an objective marker must be placed along the centre line between the players, measuring from the right side of the board as the Allied player looks at it. Then each player takes it in turn to roll a d6 moving the objective marker that many inches away.

Ideally, place a crashed plane model on the centre line so that its nose touches the objective marker and its tail points towards the nearest short table edge.

Any unit that would be under the objective marker or plane model should be moved as short a distance as possible towards the owning player's long edge. Such a unit will in addition receive hits and pins as if it had been hit by a heavy howitzer. If the objective would be placed in a building, the building is automatically destroyed and replaced with a ruin. Any units in the building are destroyed. Any unit within 12" of the edge of the objective marker suffers the result of a Fire for Effect result on the Artillery Barrage chart (p.64)

DURATION

The game will last at least 6 turns. At the end of turn 6, roll a dice. On a result of 4+, play one more turn. Otherwise the game ends.

VICTORY

If one side controls the objective at the end of the game that player is the winner. Otherwise the game is drawn.

The objective is held if at the end of the game any model from a friendly infantry or artillery unit is in base contact with the objective (ie the marker, not the plane itself), and no enemy infantry or artillery model is also in base contact with it.

Raid - Allied Attack (R)

PRELIMINARY

Take your designated table edge.

One objective will have been placed in each player half of the board, at least 6" from the long edge and no more than 24" from one of the short edges. If an objective happens to be placed in a building then to hold it a player must have a unit inside the building on the ground floor, not merely outside and in contact with the building's walls. If a building containing the objective is destroyed, place the objective marker in the centre of the ruin. If a building containing an objective is set on fire then neither side may claim that objective. You must protect the objective in your table half and destroy the objective that is in the enemy half (see Victory below)

SET-UP

Players must deploy half their units (rounded down) within 12" of their table edge, These units begin the game in hidden set-up. All other units will begin in Reserve (and may Outflank if desired). The Axis player will deploy first. Remember that Forward Deployers who are not in reserve are deployed after both players have set up their other units.

The Axis player will declare all Reserves and Outflanking units first. Note that in this mission Forward Deployment alternates between players. The Axis player will deploy the first such unit if he has one.

DURATION

The game will last at least 6 turns. At the end of turn 6, roll a dice. On a result of 4+, play one more turn. Otherwise the game ends.

VICTORY

At the end of the game if one player has destroyed his objective and the other player has not then that player is the winner. If neither objective has been destroyed, both players lose. If both objectives have been destroyed the game is a draw.

An enemy objective is destroyed if any of your infantry or artillery units ends a turn in base contact with the objective regardless of the proximity of any enemy units.

QUADRANTS (R)

PRELIMINARY

Take your designated table edge.

The table is divided into quarters. The Axis player's quarter is the one on the left hand side of his table edge. The Allied player is diagonally opposite and is the attacker for this mission.

SET UP

The Axis player sets up at least half of his units within his quarter ~ at least 12 " from the centre of the table. These units may begin the game in hidden set-up. Other units will begin the game in Reserve (reserves may not outflank in this mission) and may come on to the table anywhere along their full base edge. The Allied player then does the same. Note that in this mission Forward Deployment alternates between players. The Axis player will deploy the first such unit if he has one.

DURATION

The game will last at least 6 turns. At the end of turn 6, roll a dice. On a result of 4+, play one more turn. Otherwise the game ends.

VICTORY

At the end of the game calculate which side has won by adding up victory points as follows. If one side scores at least 2 more victory points than the opponent then it is a victory. Otherwise it is a draw.

You score 1 VP for every enemy unit destroyed.

You score 1 VP for each of your units that are completely inside one of the 2 neutral quarters of the table. Empty transports do not count

You score 3VP for each of your units that are completely inside the opponents quarter of the table. Empty transports do not count.