



08.06.24



South Wales Warlords Wargaming Club are proud to present our annual Bolt Action Korea event! We invite you to **Firestorm Games (Sloper Rd, Cardiff, CF11 8AB)** to join us for a fun and action packed day of **3 games**. Tickets are priced at **£20 for the day**, which includes a **hot lunch**.

For UN ticket, please see:

<https://www.thebattlefields.co.uk/events-at-the-battlefields/bolt-action---frozen-in-the-chosin-2---un-ticket>

For Communist ticket, please see:

<https://www.thebattlefields.co.uk/events-at-the-battlefields/bolt-action---frozen-in-the-chosin-2---communist-ticket>



What to Bring

- A 1250 point army.
- 2x copies of your army list (one for you and one for your opponents).
- Dice, order dice (2 colours if possible), tape measure, templates and dice bag.
- Rulebook with an up to date FAQ
- Bolt Action Korea theatre book
- You will need two extra order dice of your chosen colour**

List selection:

Players must use a list to the following criteria:

- **Up Two theatre** platoons created from the Bolt Action Korea theatre book.
- **1250** points maximum.
- No dice limit (but please keep in mind the time limit and pressures of a tournament setting).
- Armies **do not** need to be painted.
- This is a theme based event, please **leave any Win At All Costs attitudes at home**. This event is all about fun and whilst healthy competition is encouraged this is not a free licence to "break the game." We reserve the right to speak with you about your list, if in our opinion it doesn't fit in with the spirit of the event.
- **Lists must be submitted by midnight of 19.05.24.**
- Unfortunately, EasyArmy does not allow you to create all Bolt Action Korea lists. North and South Korea have been added. Warlord Games have an app called **Warlord Games List Builder** that may be useful.
- **Send your final list to jcarpenter92@googlemail.com**
- Models tabled must use the 'WYSIWYG' guideline.



Event Information/Rules

- Players will play 3 out of the 10
- missions over the weekend. All are variations of the ones in the main rule book plus a few unique ones based on TV shows and films set in the period. **Please read them carefully.**
- Blue on blue will be avoided where possible. **If you are able to create both an UN and Communist army please let me know.**
- The event will be played under Warlord Games Bolt Action version 2 rules in conjunction with the latest errata PDF and Korea theatre book.
- If there is a disagreement within the rules, players are urged to resolve it 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**, this includes any set up and discussion between players about each other's list etc.
- Any further rule changes or highlights will be posted in good time before the event.

Timetable - Day 1	
Doors Open	9.00
Registration/ Morning Brief	9:00 - 10:00
First Round	10:15 - 12:30
Lunch	12:30 - 13:00
Second Round	13:15 - 15:30
Third Round	15:45 - 18:00

Points System

- Win - 12 points
- Draw - 6 points
- Loss - 2 point
- Concession - 0 points
- Bonus Objectives - 4 point each
- Tertiary objective (please see below) - 2 point each

Tertiaires



<i>Run them over!</i>	<i>Kill an enemy infantry unit or artillery piece by a tank assault.</i>
<i>We need prisoners!</i>	<i>Defeat an enemy infantry unit (excluding team weapons) in close combat.</i>
<i>Sniper duel</i>	<i>Kill an enemy sniper with another sniper.</i>
<i>I can't take any more!</i>	<i>Break an enemy unit with pins (reach or exceed the unit's morale value with pin markers).</i>
<i>Thanks Doc!</i>	<i>Have a medic team save at least 4 infantry models with the medic special rule (this includes saving himself).</i>
<i>Bring the big guns!</i>	<i>Have the tank with the biggest armour value on the table during a game (minimum of armour 9+ needed).</i>
<i>Into the South!</i>	<i>Have your entire force in the opposing players half of the table by the end of the game.</i>
<i>No cheese, Gromit!</i>	<i>Use a list with no flamethrowers or MLRS.</i>
<i>I didn't see you at camouflage training!</i>	<i>Have a fully painted army (3 colour minimum).</i>
<i>Spread out!</i>	<i>Finish a game with a unit that's at least 2 men strong in each of the table quarters.</i>
<i>CQB TRAINING</i>	<i>Win a close quarters assault when assaulting a unit in a building.</i>
<i>Wrong Uniform Soldier!</i>	<i>Have a winter themed army on a non winter board or have a summer themed army on a winter board.</i>
<i>Shoot the officer first!</i>	<i>Kill an enemy hq unit.</i>

Alterations to the basic Bolt Action rules



- Air observers are 65 points regular and 80 points veteran (equipment and other choices cost the same).
- Artillery observers are 75 points regular and 90 points veteran (equipment and other choices cost the same).
- North Korean armies can purchase the Cromwell tank from the armies of Great Britain book as inexperienced or regular (They used captured Cromwell's against the 8th Hussar's Centurions).
- South Korean platoons based after the landing at Inchon may purchase a SU76 as inexperienced or regular.
- Infantry MMG and HMG teams do 1 automatic pin on infantry, artillery and soft skin or open topped vehicles if found to be within range and a further pin if they successfully hit the chosen unit.

Awards

- 1st place UN
- 2nd place UN
- 3rd place UN
- 1st place Communist
- 2nd place Communist
- 3rd place Communist
- Best sportsman
- Best themed
- Wooden Spoon

Contact and More Information

Any further rule changes or highlights will be posted in good time before the event.

Keep up to date on with the event by following the Facebook event page:

<https://www.facebook.com/events/2435162066665721>

or

Feel free to contact the TO by email: jcarpenter92@googlemail.com