



August 12th, 2023

This document is the Player Pack for The Bolt Action Players of Eastern Ontario Open Tournament. It explains the tournament rules and limits and the scoring system used to determine the winner of the tournament.

Tournament Schedule

- 09:00-9:30 Enrollment
- 09:30-11:30 Game 1
- Lunch break
- 12:30-14:30 Game 2
- 14:45-16:45 Game 3
- 17:00 Prize Ceremony

Tournament Rules

1. FORCES

Players must use a 1,000 requisition points for their force using the **Juggernaut Bolt Action Format V3.0 with access to 5 slot points.**

“Why are we using the Juggernaut format?”

- The platoon format for tournaments varies, but normally require platoons to be built from “generic reinforced platoon(s)” and/or “a theatre platoon”.

The generic platoon excludes many desirable units for some armies, while the theatre platoons can allow unbalanced list. Warlord Bolt Action Campaign/Theatre books have created some intriguing new units, but due to poor editing, many of those units are either not available in the reinforced platoons, or the availability is left in question due to lack of clarity.

This puts the T.O. in a tough spot, checking each list for the legitimacy of the submitted Army lists.

- The Juggernaut format allows players to craft a list that permits them to build a list and allows you to choose how to concentrate your points, without the restrictions of the reinforced platoon. It results in a more balanced game, while retaining the flavour and special rules of each National Army.
- Be sure to read the format and permitted units (listed under each nation in the pack)
- Please keep an open mind; this format is rapidly becoming the “go-to” for events worldwide.

The Juggernaut Bolt Action Format V3.0 can be found at

www.facebook.com/juggernautwargaming,

It can also be found in the Files section on the **Bolt Action Player of Eastern Ontario** Facebook page.

- Your army must be **WYSIWG (What You See Is What You Get)**, except for ‘counts as’ for thematic/artistic reasons, which you must get approval for before the day.
*e.g., if a miniature has a rifle, don't use it as a LMG man; that confuses your opponent.
The figure/model needs to play the same as the model presented.*

Please take extra care if you are using an army builder app, as they may contain errors and will not be geared to build towards the event format. Please submit your lists early, to allow the T.O. to review, and give yourself more time to correct any errors.

It is strongly suggested that you bring the following items,

- *Printed copy of your army list*
- *Bolt Action Rule book,*

- *The Army book(s) for your Army list*
- *3" Objective markers,*
- *Order dice, D6 dice,*
- *Tape Measure, Pin Markers*
- *Snacks, water, etc.*

**** Please take the time before hand and...**

- 1) Read and be familiar with the scenarios you are playing
- 2) Before starting each game, talk to the opposing player and confirm how you will play the table terrain – e.g. what is hard cover? Soft cover? Rough ground?

2. GAME TIME

After two hours of gameplay, the players must finish the current turn, and then the game ends automatically.

3. 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 or by email at bactcregistry@gmail.com

The force list is public, and the opponent can always look at it and ask you questions about your force.

4. MATCH-UPS

The matchups of Game 1 will be random. In the following games players will be matched using Tournament Points (TP) and Casualty points, as explained below.

5. SCENARIOS

The following scenarios will be played, as per the **Juggernaut Bolt Action Format V3.0**.

Please do not move the terrain that has been pre-set by the organisers.

Game 1: Scenario: Alpha Target

Game 2: Scenario: Penetrating Attack

Game 3: Scenario: Cleanse

6. 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 TP
- Loss 0 TP

In addition, players must also record how many Order Dice of enemy units they destroy during their games. These destroyed enemy units (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 start of the second round, players will be paired using a Swiss system (i.e., matching players on the same number 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 tables during the last turn of the tournament.

7. 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 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.

“Wait a second! We both have US forces! Surely, we cannot fight one another?!” or “A note on historicity”.

This Tournament has 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...).

Lastly...

It is a competitive tournament, but in the end, it is just a game with toy soldiers. Have fun, have a laugh. That way we all win at the end of the day.

Contact

Please email bactcregistry@gmail.com for any questions, comments, or concerns.

Scenario 1: ALPHA TARGET

SETUP

Both players roll a die, and the highest scorer chooses a table side. The other player then places an objective on the central line of the board that is within 12 inches of the centre.

No units are set up on the table at the start of the game.

Both sides must nominate at least half of their force to form their first wave. This can be the entire army if desired. Any units not included in the first wave are left in reserve.

OBJECTIVE

The players need to control the central objective and score points for every turn it is held.

In this mission, the objective can only be held **by infantry and artillery units that have at least 3 models.**

Also, the objective can **only be contested by infantry and/or artillery units that have at least 3 models.**

FIRST TURN

The battle begins. During turn 1 both players must bring their first wave onto the table.

These units can enter the table from any point on their table edge and must be given either a run or advance order. Note that no order test is required to move units onto the table as part of the first wave.

GAME DURATION

The game ends on turn 6.

VICTORY CONDITIONS

Players do not score victory points for controlling the objective on turn 1 or 2.

On subsequent turns, they gain a number of victory points equal to the turn number (i.e. players will score **5 VP** for holding the objective on **turn 5**).

They also get 1 point for each order die the opponent lost. If one player scored 2 points more than the other, then they win. Otherwise, the game is a draw.

Scenario 2 : PENETRATING ATTACK

SETUP

This battle is fought *lengthways across the table, short end to short end*.

Both players roll a die. The highest scorer chooses a table edge.

Players must deploy at least 50% of their army and any units not deployed are left in reserve.

Units to be deployed have their dice placed inside the bag. Pull dice and deploy corresponding units until all armies are deployed.

Units may be deployed within 24" of their table edge.

OBJECTIVE

Both sides must attempt to destroy the other and move their army into the other half of the table

FIRST TURN

The game begins as normal. Any units that have been left in reserve will come on from their short board edge. Any outflanking units will come on from the long table edges in the usual manner.

GAME DURATION

The game lasts for 6 turns. At the end of turn 6 a player rolls a die. If the result is 4, 5 or 6 then the game continues for 1 more turn. If not, then the game ends.

VICTORY CONDITIONS

At the end of the game, players score 1 victory points for each unit outside of any deployment zone.

Players also score 3 victory points for each unit in enemy deployment zones. They also get 1 point for each order die the opponent lost. If one player scored 2 points more than the other, then they win.

Otherwise, the game is a draw.

Scenario 3 : CLEANSE

SETUP

The table is split up into 4 equally sized quarters as per the below diagram, an objective is placed in the centre of each quarter. Both players roll a die. The highest scorer chooses a table quarter to deploy in and the lowest scorer deploys in the opposite corner.

Players must deploy at least 50% of their army and any units not deployed are left in reserve.

Units to be deployed have their dice placed inside the bag. Pull dice and deploy corresponding units until all armies are deployed.

Units may be deployed anywhere within their table quarter except within 12" of the central point on the table. See the deployment setup diagram below for details. **Units may not outflank in this mission.**

OBJECTIVE

The players need to capture the quarter objectives.

FIRST TURN

The game begins as normal. **Any units that have been left in reserve will come on from their board edge.**

GAME DURATION

The game lasts for 6 turns. At the end of turn 6 a player rolls a die. If the result is 4, 5 or 6 then the game continues for 1 more turn. If not, then the game ends.

VICTORY CONDITIONS

At the end of the game, players gain

- 1 point if they control their home quarter objective,
- 10 points if they control their opponent's quarter objective and
- 5 points for the other two quarter objectives.

They also get 1 point for each order die the opponent lost. If one player scored 2 points more than the other, then they win. Otherwise, the game is a draw.

