



September 5th 2026

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.

We will be using the Bolt Action 3rd Edition rules for this 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 lists will consist of 1000pts chosen from the Core Platoon Selectors in the V3 Rules Book Page 182, Max 16 order dice.

Miniatures 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.

- Suggested items to bring, Rule book V3, Army book, Objective markers, Order dice, D6, Tape Measure.

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 earlier, if possible, to give yourselves more time to correct any errors.

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. Players must email a copy of their list prior to the event to bactcregistry@gmail.com **no later than August 30th 2026**.

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

4. MISSIONS

The Mission Pack will be released separately.

5. 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.

6. 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...).

Contact

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