

Warfare 2023

11th & 12th November 2023

Wargames Association
of Reading



Event Overview

For this event we'd like to encourage players to choose a 1000pts themed army when assembling their forces, representing a specific period or battle, such as a reinforced platoon from Johnny Frost's battalion at Arnhem, or maybe the 21st Panzer Division in North Africa - but if all you want is a force that looks right for the time and place for your chosen nation, that's fantastic too!

If historical research isn't your strong suit, then simply choose a theatre selector from one of the books and use that as a guideline. Remember, this is aimed at improving everyone's enjoyment: it's not meant to be a chore!

This is an open event, so forces will likely be mismatched historically during most games, but this shouldn't detract from the pleasure of facing interesting thematic armies fielded by your opponents.

While we expect this event to be competitive, please turn up with a good attitude and everyone will have a better time. The Bolt Action Warfare community is a friendly and open one and let's carry that into how we conduct ourselves during games.

- All forces are expected to be fully painted and based
- All models should clearly depict whatever unit choices they represent (no unrealistic proxies)
- Prizes will be awarded for painting/theming and sportsmanship, to reward outstanding effort in these areas

Army lists

- 14 order dice cap
- 1000pts
- Forces may be built from up to two reinforced infantry platoons - no armoured platoons are allowed
- Generic reinforced platoons or theatre selectors are allowed, but may not be mixed within the same force, i.e. both platoons must be generic or both platoons must be the same theatre selector
- Pick a nation from any of the forces currently represented in Warlord Games publications: the 'Armies of...' books, Theatre and Campaign books
- Fortifications, Special Characters, War Reporters and Warplanes will not be used in the event
- British players may only receive a single free unit
- Free units count towards the order dice cap

Missions/games

All missions will be taken from the main Bolt Action 2nd edition rulebook and will be announced on the day. A new mission will be played across all tables in each round.

Bear in mind that some missions are won by killing units, while others require players to attack or defend certain objectives: make sure your force can cope with these varied demands. For example, high numbers of low-cost units will be good for spreading out to claim objectives, but will potentially be a liability in missions where an opponent gets points for unit kills.

- All games will last 2 hours
- A five-minute warning will be given before the end of each round: no further turns may be started after this point and games end if all dice are drawn from the bag
- Once final time is called for the end of the round, all games must end and no further turns are to be played: resolve the current order

dice and end the game, judging victory conditions as the game currently stands.

Each table will feature a secondary objective. These will be fixed markers and placed by the tournament organisers prior to each round beginning. This objective awards an extra tournament point for a player who controls it at the end of the game (not to be confused with victory points to win a particular mission). A secondary objective is won if you have a scoring infantry or artillery unit in base contact with it at the end of the game and your opponent does not.

Secondary objectives help to divide the pack when it comes to tournament standings at the end, as well as giving players an extra focus during missions - even if you're losing the main mission, you could still go for the secondary.

It is our intention that you should play each game on a different table wherever possible, however the final game for those in 1st-4th place will potentially play on table 1 and 2 as these are the prime tables.

Schedule

Saturday

<i>Arrival and Registration:</i>	<i>08:15</i>
<i>Player Briefing:</i>	<i>08:45</i>
Game 1:	09:00 – 11:00
<i>Break:</i>	<i>11:00 – 11:30</i>
Game 2:	11:30 – 13:30
<i>Lunch:</i>	<i>13:30 – 14:30</i>
Game 3:	14:30 – 16:30

Sunday

Game 4:	09:30 – 11:30
<i>Break:</i>	<i>11:30 – 12:00</i>
Game 5:	12:00 – 14:00
<i>Prize Ceremony:</i>	<i>14:15</i>

Scoring

- 3 points for a win
- 1 point for a Draw
- 0 points for a Loss
- 1 point for a secondary objective held at the end of the game

Prizes will be awarded in the following categories:

- 1st/2nd/3rd Place
- Best Painted/themed
- Wooden Spoon

What you'll need

- Fully painted army with models clearly depicting what they represent. On the opponent's request, all unit types should be explained before the start of the game, as should army national rules
- At least 2 clear, printed copies of your army list that can be shown to your opponent upon request
- Main rulebook and copy of any supplements or PDFs used to build your force
- Order dice, dice bag or similar, pin markers, tape measure, smoke markers (if necessary), templates, pen + paper for recording out flankers, etc
- Suggested items are a tray to carry your army around, markers to show destroyed/damaged vehicles and spare order dice in case your opponent has the same colour

Due to incidents at other tournaments players may be asked to swap their dice for a set of club dice. Please let's have clean, fair play. We look forward to seeing you at the show for a good laugh and an enjoyable fun-filled weekend of gaming.

Army lists must be submitted by Midnight Sunday 22nd October to tabletoptommies@gmail.com

Late submissions will suffer a 2pts per day late penalty on their army, i.e. a list submitted a day late has a limit of 998pts.