



Wargames Association  
of Reading



## **Bolt Action English Open 2024** **16<sup>th</sup> and 17<sup>th</sup> November** **TO: Tabletop Tommies**

### **Generic Reinforced Introduction**

The Bolt Action English Open is a 5 game tournament focused on thematic forces, giving players an opportunity to try out forces they wouldn't usually get a chance to use at organised events. We would like to see as much variety as possible in nations represented and so this year we are also awarding Best in Faction to the highest ranked general commanding each nation.

All entrants will benefit from free entry to the Warfare show as part of their entry fee.

### **Awards**

There will be a number of awards including:

- Most Sporting
- Best themed (quality of painting will be a factor)
- Best in faction (for example Best General of an Italian army)
- Overall 1st, 2nd, 3rd

### **Venue**

The English Open is part of the Wargames Association of Reading (WAR) annual wargames show Warfare, at Farnborough International Exhibition & Conference Centre. For further information about the show including travel see [Warfare 2024](#)

### **Schedule**

#### Day one

9:00 - 9:30: Registration & Welcome

**9:30 - 12:00: Game one**

12:00 - 12:30: Lunch

**12:30 - 15:00: Game two**

15:00 - 15:30: Interval

**15:30 - 18:00: Game three**

#### Day two

9:00 - 9:30: Registration & Welcome

**9:30 - 12:00: Game four**

12:00 - 13:00: Lunch/see the show

**13:00 - 15:30: Game five**

16:00: Awards and commiserations

### **What to bring**

Please bring to the event:

- A fully painted army
- Gaming paraphernalia required to play (tape measure, dice, etc...)
- 2 paper copies of your army list
- A physical copy of any army rules you are using and the latest FAQ if one has been published. If you only own a digital book for a unit, please print the relevant rules or let us know in advance, as we may be able to help arrange either printing or a loan of the required book on the day

## Army Selection

The event will be played under V3 rules, and so the restrictions will be updated at the end of September but will be the V3 equivalent of:

- 1000 points Theatre Selector

Submission:

- List submission deadline is Midnight Sunday 3<sup>rd</sup> November 2024, please email your list to [tabletoptommies@gmail.com](mailto:tabletoptommies@gmail.com)
- Lists can be submitted in any legible format and Easy Army will be acceptable if it has been fully updated by that date
- Any queries can be sent to [tabletoptommies@gmail.com](mailto:tabletoptommies@gmail.com)

The TO reserves the right to refuse any lists and ask players to resubmit, for example in case of a rules oversight that would cause serious imbalance, resulting in an army not in keeping with the spirit of the event.

## Scoring

The event will consist of 5 games. The first opponent will be randomly allocated and subsequent opponents will be selected based on tournament rankings from Event Points (**EP**). If a player concedes, their opponent will receive 10 **EP** (counting as a major victory with secondary) and will count the entire army as destroyed, for purposes of dice taken.

Each mission will have a secondary objective which is not worth any Victory Points (**VP**) for determining the winner of the mission, but whoever holds the secondary objective at the end of the game gains 1 **EP**. A fully painted army scores 5 **EP** and 5 **EP** will be awarded for army lists submitted before the deadline: 1 **EP** will be deducted for each day after the deadline the list is submitted. These points will be awarded at the conclusion of the 5 games and will not be used to determine rankings for the sake of matching opponents in rounds 2-5.

- Major Victory = 9 **EP**
- Minor Victory = 8 **EP**
- Draw = 4 **EP**
- Minor Defeat = 2 **EP**
- Major Defeat = 1 **EP**

Each game has a maximum score of 10 **EP**, and the maximum score across the tournament is 60 **EP**. Should players tie on **EPs**, the event will be decided by subtracting dice lost from dice taken, to give a dice difference. In the rare circumstances this also results in a tie, strength of schedule will be used as the final tie breaker.

## Missions

Missions played will primarily be from the main rule book or custom missions. Possible missions will be published before the tournament in a missions briefing pack which has clarifications of Major/Minor Victory/Defeat conditions.

All players will play the same mission each game and a printed copy of the mission will be on each table. To ensure no confusion, it is recommended that players only use this copy for the mission rules, rather than referencing the mission page in the main rulebook, as even the standard rulebook missions may have minor amendments.

“Last Turn” will be called 5 minutes before the end of a game - players should finish the turn they are on and not start a new turn.

When “Time” is called, no further order dice will be pulled from the bag: players should complete any rolls/resolve any actions for the current order dice and end the game.