



Bolt Action

Wargames Association
of Reading



Bolt Action English Open 2026 14th and 15th November TO: Tabletop Tommies



Generic Reinforced Introduction

The Bolt Action English Open is a 5 game tournament focused on thematic armies, 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 look forward to seeing a range of armies on the tabletop!

Awards

There will be a number of awards including:

- Best themed (quality of painting will be a factor)
- Most Sporting
- 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 2026](#).

Schedule

<u>Day one</u>		<u>Day two</u>	
9:00 - 9:30	Registration & Welcome	9:00 - 9:30	Registration & Welcome
9:30 - 11:45	Game one	9:30 - 11:45	Game four
11:45 - 12:30	Lunch	11:45 - 12:30	Lunch
12:30 - 14:45	Game two	12:30 - 14:45	Game five
14:45 - 15:15	Interval	15:15	Awards & Commiserations
15:15 - 17:30	Game three		

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

Army Selection

The English Open is intended to showcase the best of Bolt Action as an **historically plausible** wargaming system and therefore your army should be representative of a specific nation, at a specific time, on a specific front and you must consider this when constructing your list.

You may find it useful to refer to campaign books and theatre selectors from v2 to help when deciding on your list composition, but must only use units that exist in v3.

Please note only army books, official PDF army lists and FAQs published up to the list submission date will be in use at the tournament.

The event will be played under v3 published rules & FAQ/Errata at the date of list submission (31st October 2026) with the following amendment and restrictions:

- 1066 points
- Returning players should use a different nation from last year. Any player who does so can upgrade their highest ranked infantry officer with *Intelligence Training* for free! If all officers are equal rank, this is most expensive (pts) officer, if all are equal, the player can decide. This applies to all nations, even those who usually do not have this option, however no officer can be doubly trained in intelligence, i.e. they cannot receive both the free upgrade and paid upgrade. Any player who wishes to use the same nation they used at the English Open 2025 may do so, but receives no free *Intelligence Training*. (See pg.4)
- A Platoon Commander (or Command Vehicle) must be taken at a veterancy equal to or above the veterancy of the majority of the units in his platoon. If this is a tie, the Platoon Commander must be taken at the higher veterancy or above. *For example, if a platoon contains 2 inexperienced units and 2 regular units, the Platoon Commander must be taken as either regular or veteran.*
- If taken, a Company Commander must be at a veterancy equal to or above the veterancy of the majority of the Platoon Commanders in the company. If this is a tie, the Company Commander must be taken at the higher veterancy or above. *For example, if a company contains 1 inexperienced Platoon Commander and 1 regular Platoon Commander, the Company Commander must be taken as either regular or veteran.*

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

Submission:

- List submission deadline is Midnight Saturday 31st October 2026.
- You will receive an email to submit your list after you have purchased your ticket.
- Lists can be submitted in any legible format.
- When submitting your list, please indicate the time period and front you are basing your list on and, if relevant, a particular engagement - lists without this will be returned for resubmission
- Any queries can be sent to tabletoptommies@gmail.com
- Lists will be checked and confirmed after the final list is submitted, so if you submit your list but do not hear from us before 1st November, there is no need for alarm!

Any lists submitted late reduces your officer's intelligence and they will lose their intelligence for 1 game for every day the list is submitted late.

Any unpainted miniatures in your army reduces your officer's intelligence - they lose their intelligence in the first game after the TO spots the unpainted mini.

Scoring

Each table will have a pre-placed secondary objective before the first game. This secondary objective is not worth any Victory Points for determining the winner of the mission, but Secondaries will be used to differentiate players on the same Tournament Points.

Results scoring:

- Major Victory = 9 Tournament Points
- Minor Victory = 8 Tournament Points
- Draw = 4 Tournament Points
- Minor Defeat = 2 Tournament Points
- Major Defeat = 1 Tournament Points

Each game therefore has a maximum score of 9 Tournament Points.

The maximum score across the tournament is 45 Tournament Points. Should players tie on Tournament Points, rankings will be decided in order of: secondaries secured, dice killed, dice lost and, in the unlikely situation players are still tied, strength of schedule.

Missions

Five missions will be selected from a range of standard rulebook missions and custom missions, with a range of victory conditions, including (but perhaps not limited to) objectives, movement and kill points. Missions will be released after lists have been submitted. Missions should be balanced for tournament play.

‘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.

Intelligence Training

Once per game, at the beginning of any turn (as long as the Intelligence Officer is on the table), the Officer may act on intelligence gathered about the enemy force before the first order die is drawn from the dice bag.

Roll a D6: a Veteran officer receives a +1 modifier to this roll, while an Inexperienced one receives a -1 modifier. On a result of 4+, the player using this ability may choose an order die from the bag to be activated first.

If both players are doing this in the same turn and both succeed in this roll, the results cancel out and the order die is randomly drawn, as normal.