

Player Pack 2024 for Bolt Action Nationals at Game Con Canada

A core element of Bolt Action is the precise recreation of World War II units in miniature. We encourage participants to theme their armies based on actual historical units to enhance authenticity. For example, you could model the Loyal Edmonton Regiment (4th Battalion, Princess Patricia's Canadian Light Infantry) as they fought in key engagements such as the Landing in Sicily and the Battle of Ortona. You can find detailed information on Canadian armies, including the Loyal Edmonton Regiment, on page 87 of the Bolt Action 2nd Edition rulebook. Alternatively, consider assembling a tank platoon based "7th Armoured Division, the Desert Rats" in the Bolt Action rulebook can be found specifically on page 21. This commitment to accurately portraying such a distinguished unit could lead you to win the 'Best Force' award, among other honors.

For those who may find the depth of historical research overwhelming, the guidelines provided in this player pack are designed to support you. Additionally, our event organizers are on hand to assist with any questions regarding army selection and ensuring historical accuracy. Our ultimate aim is to facilitate a balanced, engaging, and equitable competition for all involved.

Here's how to select your force for this event, following detailed guidelines from the Bolt Action rulebook and other official publications:

Nation Selection:

Start by choosing a nation from those featured in any Warlord Games publication, including PDFs. This should be a country actively involved in World War II.

Theatre Selection:

Choose a theatre of war where your selected nation was actively involved. This could be the North African, Mediterranean, North-west European, Pacific, Eastern Front, and others. Ensure that the theatre chosen corresponds to an actual front where your nation participated.

Year Selection:

Select a specific year during the war where your chosen nation was engaged in the selected theatre. This helps ensure historical accuracy in the context of the game.

Platoon Selector:

Decide between using the generic platoon selector from page 153 of the Bolt Action rulebook or an appropriate theatre selector from any official Bolt Action publication (including PDFs) that matches your chosen force in the specified year. It's important to only use units, equipment, and upgrades specific to your chosen nation, theatre, and year. Theatre selectors found in various Bolt Action books are recommended for a more tailored and thematic approach, but event organizers can provide guidance if needed.

Building Your Force:

Construct your force starting with 750 requisition points, as outlined on pages 150-153 of the Bolt Action rulebook. At this stage, no unit or vehicle can have a Damage Value exceeding 6+. Once your initial 750-point force is assembled, you can add up to an additional 500 requisition points of new units and vehicles, which may have any Damage Value. A 16-order dice cap maximum

This process ensures that your force is not only historically accurate but also compliant with the rules and thematic elements of Bolt Action. This methodical approach to force selection enriches the gameplay and adherence to the historical context of the engagements recreated.

Restrictions:

War Correspondents, Special Characters, and Aircraft rules are not permitted to be used for this event.

Army Submission Guidelines:

Army lists must be submitted by June 13, 2024, to mtgtimevault@gmail.com subject: Bolt Action Nationals for verification. Submissions can be made via EasyArmy or as a plain Word document. Late submissions will incur a one-point penalty in the overall standings. All armies must be fully painted (minimum of three colors) and based; non-compliance will also result in a one-point deduction. Models must accurately represent their in-game equipment; if using proxies or alternate miniatures, include their photos with your submission. The Nationals Tournament will adhere to the latest FAQ and errata as of May 31, 2024.

Event Schedule and Rules Overview:

Over the course of two days Jun 15-16, participants will engage in six games during Bolt Action Nationals 2024 at Game Con Canada held at the Edmonton Expo Center —four on Saturday and two on Sunday. A mission pack will be released following the list submission deadline on June 13, 2024, to acquaint players with the specific missions and any exceptional rules. Scoring is structured as 3 points for a victory, 1 point for a draw, and no points for a defeat. Additionally, players must report the number of enemy Order Dice captured for tie-breaking purposes.

Gameplay Details:

Should a player concede, the opposing player receives a victory and is deemed to have captured all the opponent's Order Dice, with the conceding player receiving a defeat and none of their Order Dice. Only Infantry or Artillery units not in transports can claim or contest objectives. Units such as Medics, Chaplains, Spotters, and Forward Observers are excluded from claiming objectives, as are Cavalry, bicyclists, and motorcyclists unless they dismount.



Objective Specifications:

Objectives will be marked by a 40mm circular footprint and will be considered Impassable Terrain for movement purposes, though they will neither provide a cover bonus nor obstruct line of sight.

Gameplay Duration and Oversight:

Each game is allocated a two-hour and 15-minute period, with periodic time updates provided. Once the 'game over' signal is issued, no new Order Dice can be drawn; only the current dice action, if any, is completed before the game concludes. For any rules queries or issues regarding gameplay or conduct, participants should promptly contact a Tournament Organiser, who will be available to assist throughout the event.

Revised Mission Descriptions:

Top Secret: The objective is fixed on the table and the game's victory condition is adjusted so that the winner is determined by who controls this objective at game end.

Point Defence: In this mission, after the defender identifies three objectives, the attacker secretly chooses one and notes it. Victory is awarded to the attacker if they control their chosen objective by the end of the game.

Objective Markers: All missions involving objective markers will have these set up prior to gameplay and these markers are immovable.

Registration Details:

The venue for Game Con Canada, including the Bolt Action gaming area, will be open on Friday, June 14, from 14:00 to 22:00. Registration is available on the Game Con Canada website or anytime during Friday. Attendees can enjoy casual 'warm-up' games at the Nationals tables on Friday night and mingle with fellow competitors. Participants must arrive by 09:30 on both Saturday and Sunday. Players arriving more than 30 minutes late will automatically forfeit their match, resulting in a Concession Victory for their opponent.

Friday: Warm-up Games: Start by 19:00, finish by midnight (1,250 pts).

Saturday:

Game 1: 10:00–12:15, followed by a 15-minute break.

Game 2: 12:30–14:45, followed by a 1-hour dinner break.

Game 3: 15:45–18:00, followed by a 15-minute break.

Game 4: 18:15–20:30.

Sunday:

Game 5: 10:00–12:15, followed by a 30-minute break.

Game 6: 12:40–15:00. Concluding with breakdown and prize giving.

Note: The schedule may adjust based on venue hours.

As we gear up for the Bolt Action Nationals 2024 at Game Con Canada, we are committed to creating an authentic experience for WWII miniature gaming enthusiasts. Our dedication to historical accuracy, engaging gameplay, and a vibrant community atmosphere promises an event that will challenge and inspire every participant. We look forward to welcoming you to a tournament where history comes to life, miniature tabletop gaming thrives, and the spirit of competition is celebrated. Join us for what promises to be the best Bolt Action Nationals yet!