



CANADIAN TABLETOP CHAMPIONSHIP

BOLT ACTION CHAMPIONSHIP OPEN

Timetable and date

The event will take place on Saturday 24th May to Sunday 25th May 2025.

Saturday 24th May 2025

09:00 – 09:45 - Doors open/registration

09:45 – 10:00 - Player safety and event briefing

10:00 – 12:30 - Game 1

12:30 – 13:15 – Lunch Break

13:15 – 15:45 - Game 2

15:45 – 16:15 – Break

16:15 – 18:45 - Game 3

18:45 – 22:00 – Free Play

22:00 – Doors Close

Sunday 25th May 2025

09:00 – 09:45 - Doors Open

10:00 – 10:15 - Player Briefing

10:15 – 12:45 - Game 4

12:45 – 13:30 – Lunch Break

(Please leave armies out for best painted army vote)

13:30 – 16:00 - Game 5

**16:00 – 16:30 – Pack away and finalize
results**

16:30 – Awards ceremony

Required items

- Bolt Action rulebook (Third edition) and relevant army/supplement book/PDF
- Your army.
- Dice, tape measure, pin markers, templates, and order dice (two colours recommended but not necessary).
- A copy of your army list, clearly readable.
- Three objectives with a diameter of no larger than 25mm.
- A pen or pencil.

Suggested items

- A copy of this tournament pack.
- Latest version of the errata/FAQ.
- Counters, smoke markers, etc.
- A quick reference sheets.
- Drinks, food, and snacks.
- A tray to put your army on.

Army selection

- Up to 1250 points with a maximum of 18 order dice, With a maximum of 4 platoons.
- Armies are to be chosen from any current armies of book. or PDFs Army lists currently available on the Warlord Games Website.
- Armies must be made using the current army selection rules as per page 182 of the Bolt Action V3 Rules book.
- No “special” characters, legendary tanks, war planes, or war correspondents.

Legal army lists must be submitted to bactregistry@gmail.com by midnight on Saturday 17th May 2025. We would recommend submitting your list prior to this date.

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

We recommend using either easy army or quartermaster to submit lists.

If the list is considered unsporting or exploitive, you may be asked to submit a new list.

Unit Limitations

For the event the following limitations will be in place. Note these limitations are not set in stone and may be slightly adjusted in the future, but we hope this is the final form of the pack. These limits are to combat potentially game breaking lists and combos. (no one wants to travel halfway around the world to be tank assaulted non-stop by 20 FT17s, or have a German company commander snapping 5 MRL's turn one)

Multiple Rocket Launchers – you may only include a maximum of two units that can shoot any type of MRL. EG Armies of Germany could take 2 Nebelwerfers, or two Panzerwerfers (or one of each). But not 2 Nebelwerfers and 1 Panzerwerfer as this would total 3 MRL units.

Maximum 2 of any unit – you may not take any unit in your army more than twice. EG Armies of Germany may take 2 Panzer I's and 2 Panzer III's. Note where units' entries have upgrades or different variations, such as Howitzers have the option to upgrade a light to a medium or heavy howitzer, the limit of 2 applies to each type so you could take 2 light and 2 medium Howitzers. Similarly, a USA army can take 2 Stuarts M3's and 2 Stuart M3A1 Satan's.

The following exceptions apply,

Infantry Squads, Medics and Platoon Commanders - these can be taken without any restriction, EG you could take 8 squads of Regular Infantry, 3 Medics and 3 PC's across 3 rifle platoons.

Transport's and Tow's – These can be taken without any restriction.

Extra Selections – any unit with the extra selection rule (where you can take 3 units per 'slot') will be limited to 4 units per army. EG Soviet AT rifles, and Dog Mines are Extra Selection. As such a soviet army can take 4 dog mines and 4 AT rifles in an army.

MATCH-UPS

The matchups of Game 1 will be random. In the following games players will be matched using Tournament Points (TP) and Casualty points, as explained below.

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 5 TP
- Draw 3 TP
- Loss 1 TP

In addition, players must also record how many Order Dice of enemy units they destroy during their games. These destroyed enemies' Order Dice (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 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.

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...).

TIMING

Each round will last 2 hours and 30 minutes, which is plenty of time to set up, discuss the board and play the game. A 30-minute and 15-minute warning to the end of the game will be given. At the end, when time is called, you must finish the order currently in play and then end the game. This will count as the end of the turn for objective purposes. There will be a 30-minute break after each game to calculate results, and a 45-minute lunch break.

AWARDS

- **Field Marshal Overall event winner**
- **Best Allied General**
- **Best Axis General**
- **Best Minor Nations General**
- **Players Choice Best Painted Army**
- **Wooden spoon award**

Missions

All missions will last for 6 turns, at the end of turn 6 roll a die, on a 4,5 or 6 you get a turn 7. The game ends after the end of turn 7.

All objective markers should be 25mm diameter, and all measurements are from the edge of the objective.

As per the rule book, tabling an opponent will give you an automatic win, regardless of the current victory points in the mission. Pg 67 – Game End - V3 Bolt Action rulebook.

Mission 1 – Demolition	
Deployment Zone	Long Edges
Deployment Type	Prepared Positions
Scenario Special Rules	Infiltrators (note all infiltrators must be 18" away from the enemy base and 12" away from any enemy unit as per the infiltrator rule in this scenario), Outflanking
Objective	The objective is to capture and demolish the enemy base whilst protecting your own.
Win Conditions	<p>At the end of any game turn, roll a die for each of your infantry or artillery units within 3 inches of the enemy base marker (even if there are enemy units within 3" of the marker). On a 4,5 or 6 the base is destroyed.</p> <p>Veteran units get a +1 modifier to the roll. Inex units get a -1 Modifier to the roll. Units with the Engineer rule get +1 to the roll. EG a Veteran Engineer unit destroy the base on a 2+ roll, whilst Inex infantry need a 5+.</p> <p>This represents better trained or dedicated assault troops are better equipped/trained to destroy the base.</p> <p>If at the end of the turn you managed to destroy the enemy base whilst yours survived, you win. If both were destroyed in the same turn, or you finish</p>
	the game with neither destroyed the game is a draw.

Mission 2 – Seize Ground	
Deployment Zone	<p>Quarters</p> <p>In this scenario the quarter you deploy in is your ‘home quarter’ the opponents deployment quarter is the “enemy quarter”, the remaining 2 quarters and “neutral”</p>
Deployment Type	Prepared Positions
Scenario Special Rules	Infiltrators
Objective	Both sides must attempt to take ground from the enemy and destroy any forces standing in their way.
Win Conditions	<p>Score 1 VP for each enemy unit destroyed. Score 1 VP for each friendly unit in a neutral quarter. Score 3 VP for each friendly unit in the enemy quarter.</p> <p>Note, if a unit straddles 2 or more quarters, the unit is “in” the quarter with the most models in. if this is 50/50 you score the highest VP, e.g. a unit with 2 models in neutral and 2 in enemy quarters gets you 3 VP.</p> <p>At the end of the game total up the above VP’s, if one player has scored 3 or more VP’s more than their opponent, they win the game, otherwise the game is a draw.</p>

Mission 3 – Key Positions	
Deployment Zone	Long Edges
Deployment Type	Fog Of War
Scenario Special Rules	Infiltrators
Objective	<p>Players must secure as many strategic locations on the battlefield as possible.</p> <p>See 'Mission 2 – Key positions' Pg 164-165 of the V3 Bolt Action rulebook.</p>
Win Conditions	<p>The player controlling the most objectives at the end of the game wins, if both players have the same number of objectives, it is a draw.</p>
	<p>Note, as per the rule book, these objectives remain in your control once claimed until an enemy unit controls them. As such you don't need to be on them at the end of the game to still claim them. Please bring suitable coloured markers so you can track which objectives belong to who.</p>

Mission 4 – Priority Target	
Deployment Zone	Quarters
Deployment Type	Meeting Engagement
Scenario Special Rules	Infiltrators, Outflanking
Objective	The enemy forces contain many high value targets, we need to eliminate them.
Win Conditions	<p>Players score VP for destroying certain type of units valuable to the enemy, at the end of the game work out how many of each unit you destroyed from the list below.</p> <p>1 VP – Infantry Squads and Teams, Soft Skinned vehicles</p> <p>2 VP – HQ's, Vehicles (AV 6+, and all transport and tows)</p> <p>3 VP – Artillery and Vehicles (AV 7+ or higher, not in the transport and tow section)</p> <p>At the end of the game total up the above VP's, if one player has scored 3 or more VP's more than their opponent, they win the game, otherwise the game is a draw.</p>

Mission 5 – Timely Objectives	
Deployment Zone	Long Edges
Deployment Type	Fog Of War
Scenario Special Rules	Infiltrators
Objective	There are 3 objectives placed along the centre line of the board. The first objective is in the middle of the board with the remaining two 12” away from the middle objective (one left and one right), but still on the centre line.
Win Conditions	At the end of each turn, players will score 1 point for each objective that they control, keep track of
	<p>victory points scored at the end of each turn. If one player scored more points than the other then they win, otherwise the game is a draw.</p> <p>Note, as per the rule book, these objectives remain in your control once claimed until an enemy unit controls them. As such you don't need to be on them at the end of the game to still claim them. Please bring suitable coloured markers so you can track which objectives belong to who.</p>

Tournament Specific Rules

Cover save procedure.

For all units the following procedure should be used,

Roll to Hit, Roll to Wound, Roll Cover Saves.

The only exception to this is when rolling to damage vehicles, which specifically states cover is to be rolled before damage rolls, Pg 137.

Vehicle Crew rule – Pg 141, this rule will not be in use.

Preparatory Bombardment Pg 175, this rule will not be used in any missions.

Optional Rules Pg 281 onwards, no optional rules will be in use during this event.

Terrain

Terrain must remain unchanged. Spend a few moments before the game starts discussing with your opponent what is hard/soft cover, what is rough terrain, which are buildings/ruins and what is an area terrain. Most of the terrain belongs to club members, so please respect it and report any damage.