



1000 Point Tournament

September 19, 2026 - 10am-7:30pm - \$20

AFK Games will be hosting a 1000 point Bolt Action tournament on September 19, 2026.

List Requirements:

1000 points
Max 12 Order Dice
Max 4 Platoons

The Leadership Standard – The morale level of the Platoon Commander(s) must be equal to or greater than the morale level of the majority of the units in the platoon, not counting the Platoon Commander (rounding up). The morale level of a Company Commander must be equal to or greater than the morale level of the majority of the units in the entire Force, not counting the Company Commander.

All "Armies of..." books are allowed.

The Bolt Action Compendium is **NOT** allowed.

We will be using all FAQs / Errata released at the time of the event -

<https://warlord-community.warlordgames.com/bolt-action-third-edition-digital-resources/>

Lists should be constructed using Easy Army or the Warlord Games App.

Double-check your lists against the rulebook & FAQ / Errata.

GAME TIME:

Game rounds will be 2.5 hours each.

Doors / Check-in: 9:30 AM

Round 1 - 10:00AM - 12:30PM

Round 2 - 12:45PM - 3:15PM

Break - 3:15PM - 4:15PM

Round 3 - 4:30PM - 7:00PM

Prizes and Wrap - 7:00PM - 7:30PM

If a game has not concluded before the TO indicates Game Time is up, the players must finish the current order die, and then the game ends automatically. No more dice may be drawn out of the bag.

In the interest of ensuring all games are played within the time frame, games will end after turn 6. There will be **NO** roll-off for turn 7.

MATCH-UPS:

The match-ups of Round 1 will be random.

From the second round, players will be matched using Swiss pairings.

Victory is calculated as described in the Scenarios being played. Draws will be decided based on Kill Points (kill points are *units* destroyed). Units that run off the table as a result of a FUBAR roll are considered as destroyed by your opponent for the purposes of scoring.

Prizes will be raffle-based. Each player will receive a ticket for playing a game. The winning player of each game will receive an extra ticket. Players will also receive an extra ticket for having a fully painted army (three colors and based to tabletop standard), and for submitting a list on time.

There is no specific theme for this event. Lists are due in BCP by midnight on September 18, 2026.

There is no painting requirement, but players with a fully painted army will receive an extra raffle ticket.

The Missions

Round 1: Company of Heroes

The players must try to capture more objectives than their opponent. The mission uses 3 objectives. Both players roll a die. The high scorer selects a table quarter. The other player takes the opposite quarter.

One objective is placed in the center of the table. The other objectives are placed in the center of the non-occupied quarters, one in each, 12" from the long table edge, 18" from the short table edge.

Scoring in this mission is progressive. Starting at the end of round two, a player will score a point for each objective they control, to a maximum of three points per turn.

Controlling an objective requires having more **infantry units** (an infantry unit is a squad, heavy weapons team, artillery team, etc.) within 3" of the objective's center than the other player. **Vehicles may not capture or contest points in this scenario.** If both players have the same number of units within 3", neither player scores points and the objective is considered contested. Objectives are not considered "sticky" in this scenario.

At the end of the game, if you have more points than your opponent, you win. If both players have the same number of points, the winner is decided by the player that destroyed more units than the other (a **destroyed unit** is a complete squad, vehicle, weapons team, etc.). Units that run off the table as a result of a FUBAR roll are considered as destroyed by your opponent for the purposes of scoring.

If the result is still tied, the game ends in a draw.

Reserves: No

Infiltrators: No

Deployment: Table Quarters (36" over, 24" up, 12" bubble from the center), Fixed Positions (Deployment)

Round 2: Incomplete Intelligence

One player rolls d3+4. This is the number of objective tokens used in this game. Next both players roll a die. The player who rolled highest will place the first objective token. Players will then alternate placing objectives.

All objective tokens must be more than 12" from each other and more than 6" from the table edge. Before rolling for sides, discuss terrain and align with your opponent.

The game ends after Turn 6.

While your force knows the approximate location and contents of the objectives, nothing in warfare is ever for sure. The first time any unit ends their activation within 3" of the edge of an objective, scatter the objective 2D6" in a random direction. However:

- If a double 6 is rolled, the objective is moved 12", but the direction is selected by the opposing player.
- If any other double is rolled, the objective is immediately removed from the game and is worthless.
- If an objective would be moved off the board, place it at the nearest board edge.

Note, this only happens **once** for each objective the first time *any* unit comes within 3" of the edge of the objective. If a unit with Infiltrator is deployed within 3" of an objective, complete this scatter roll before pulling the first Order Die on Turn 1.

Scoring in this mission is progressive. Starting at the end of round two, a player will score a point for each objective they control, to a maximum of three points per turn.

Controlling an objective requires having more **infantry units** (an infantry unit is a squad, heavy weapons team, artillery team, etc.) within 3" of the objective's center than the other player. **Vehicles and transports may not capture or contest points in this scenario.** If both players have the same number of units within 3", neither player scores points and the objective is considered contested. Objectives are not considered "sticky" in this scenario.

At the end of the game, if you have more points than your opponent, you win. If both players have the same number of points, the winner is decided by the player that destroyed more units than the other (a **destroyed unit** is a complete squad, vehicle, weapons team, etc.). Units that run off the table as a result of a FUBAR roll are considered as destroyed by your opponent for the purposes of scoring.

If the result is still tied, the game ends in a draw.

Reserves: Yes

Infiltrators: Yes

Deployment: Long Table Edges, Fixed Positions (Deployment)

Round 3: Key Positions

The players must try to capture as many objectives as possible. The mission will use 5 objectives. Both players roll a die. The highest scorer places one objective marker anywhere on the table, then their opponent places a marker. Players continue to place objective markers until all of them have been placed. All objective markers must be more than 12" from each other and more than 6" from the table edge.

Scoring in this mission is progressive. Starting at the end of round two, a player will score a point for each objective they control, to a maximum of three points per turn.

Controlling an objective requires having more **infantry units** (an infantry unit is a squad, heavy weapons team, artillery team, etc.) within 3" of the objective's center than the other player. **Vehicles may not capture or contest points in this scenario.** If both players have the same number of units within 3", neither player scores points and the objective is considered contested. Objectives are not considered "sticky" in this scenario.

At the end of the game, if you have more points than your opponent, you win. If both players have the same number of points, the winner is decided by the player that destroyed more units than the other (a **destroyed unit** is a complete squad, vehicle, weapons team, etc.). Units that run off the table as a result of a FUBAR roll are considered as destroyed by your opponent for the purposes of scoring.

If the result is still tied, the game ends in a draw.

Reserves: Yes

Infiltrators: Yes

Deployment: Long Table Edges, Fixed Positions (Deployment)

Terrain Rules

There will be a variety of terrain on the board, rules as follows:

- **Buildings** – hard cover, block LOS
- **Ruins** – hard cover, rough ground, true LOS (you can see and shoot through windows, doors, holes, cover rules apply).
- **Fields** – rough ground, obstacle, light cover
- **Forests** – footprint blocks LOS, rough ground, light cover
- **Hedges** – obstacle, light cover, true LOS
- **Hills** – true LOS, hard cover if cover applies, open ground (you do not lose movement going up and down over a hill)
- **Sandbags** - obstacle, hard cover, true LOS
- **Low walls** – obstacle, hard cover, true LOS
- **High walls** – obstacle, hard cover, block LOS
- **Tank traps** – impassable to vehicles, light cover
- **Railroad tracks** - open ground
- **Railroad cars** – block LOS, heavy cover
- **Rivers** - impassable except at fords
- **Barbed Wire** - Obstacle, impassable to infantry (can be cut, see entry in rule book for barbed wire)

BCP Registration & Ticket: Coming Soon!

Please direct any questions to the TO - Nick Hyatt - nphyatt@gmail.com - or AFK Staff.