**Generals Outpost are hosting a Bolt Action tournament**

**“Bolt Action Tournament – (3rd edition rules!)**

**”**

**8th February 2025**

**09:00-17:30**

**Denewell Ave URC hall. Low Fell, Gateshead. NE9 5HD**

**£10** (free to club members)

32 Players, 16 Tables featuring theatres form the whole of WW2, four 110 minute games per player (three on 6’x4’ tables and one game on a 4’x4’ table). Over £600 worth of prizes many kindly sponsored by Warlord Games.

This will be our first tournament using 3rd edition rules, force selectors and new unit costs so the army limits that have been chosen for this event may differ from future 3rd edition events, we’ll work out what works.

One of the joys of Bolt Action is recreating historic units in miniature, as such we strongly encourage players to ‘theme’ their army around an actual WWII unit. Ideally, we’d like every army at this event to, so far as is possible, represent one that is plausible historically.

This means that if you want to do a specific unit at a specific time and place (such as John Frost’s Bn at Arnhem or a Panzer Zug from the 21st Panzer Division in 1941) then crack on and we’ll be suitably impressed! There is even a prize for ‘Best presented Army’.

All lists that are submitted by the deadline (Saturday 11th January 2025) will receive an **additional 2 points** towards the overall event standings. Lists submitted by Sunday 12th January will receive **1 additional point**. After this date if we have not received your army list we will assume you are no longer interested in attending and could offer you place to someone on our reserve list, don’t miss the deadline.

Forces will be no more than **1250 points.**

The Dice limit for this event has been capped at **16.** (this will be purely to speed up play)

Each game will be **110 minutes** in length.

Each player will pay 4 games. 3 on 6’x4’ tables. One game on a 4’x4’ table.

Once time is called, no new Order dice may be drawn and all games end at the end of the current Order dice activation – no further rounds are played, regardless of mission rules.

Each table will be set up with a mission already prepared on it. Each table will also have a mission card that explains the mission and any special rules it uses. Missions can come from any book, so choose your army wisely.

**Picking your force**

Begin by picking a nation from **any** of the countries currently represented in a Warlord Games publication (including pdfs) that are valid for 3rd edition (sorry no 2nd edition rules or books can be used). Next, pick a theatre, such as North African, Mediterranean, North-west European, Pacific, Eastern Front, etc. The list goes on, but obviously this must be a front where your chosen nation fought. Then pick a year. Again, obviously, a year where your chosen nation was fighting in your chosen theatre.

Finally, build your force using the platoon selectors available. Remember: to be able to select multiple support platoons of the same type you must first have taken an additional infantry platoon.

No limits on the maximum armour of any vehicle and no units are on the prohibited list.

When you submit your list include the following information:

* Nation
* Theatre
* Year
* Army list, broken down by platoons used (any format is acceptable)

Remember: Force lists should be submitted to Chris for verification no later than Saturday 11th January to receive maximum bonus tournament points. And if you miss the 12th January deadline you could lose your place. Email all lists to cmbucknall@yahoo.co.uk

**Event timings**

08:30 Door open (please try to arrive before 09:00 for a prompt start)

09:00-09:10 event rules recap, setup for 1st game

**09:10-11:00 Game 1**

11:00-11:10 teardown and setup for next game

**11:10 -13:00 Game 2**

13:00-13:10 teardown and setup for next game

13:10 -13:40 Lunch, “best presented army” voting

**13:40-15:30 Game 3**

15:30-15:40 teardown and setup for final game

**15:40-17:30 Game 4**

17:30 teardown, most sporting general voting, Prizes

17:40 Event ends

**SCORING SYSTEM** The scoring system is as follows:

* 5 Points for a Win
* 3 Point for a Draw
* 1 Points for a Loss

+2 bonus points for army lists submitted before the deadline

**Ties for tournament place order**

After the four games have been played and in case of a tournament score tie for the top 8 players (as the top eight matter for the prizes) the following will happen:

* Tied players will enter the “arena of death” with their army general. 1 order dice into a bag per player. Think of the end scene of “The Good the Bad and the Ugly”.

This will very quickly resolve any ties (and is great fun after the big battles have subsided)

**Useful info**

Address of event: Denewell Ave URC hall. Low Fell, Gateshead. NE9 5HD

Event organiser: Chris Bucknall. 07703580449. [cmbucknall@yahoo.co.uk](mailto:cmbucknall@yahoo.co.uk)

To book a place: Sorry the tournament has been full since early November. Please call or email Chris ASAP if you would like to be added to our reserve list.

Cost: £10 (free to club members)

Players will be assigned a random player number or arrival. All games and tables have been pre-allocated. Once a player has their number they will be able to see which opponents and on which table they will be playing in each round.

Tea, Coffee, juice and biscuits freely available throughout the day.

Bring a packed lunch (Greggs and Co-op only 5 minutes away)

**Trophies:** We have four trophies to hand out:

* Tournament Winner (most points accumulated over 5 games).
* Most Sporting General (voted for by all players)
* Best presented army (voted for by all players over lunchtime)
* Most cinematic moment (voted for by players)

**Prizes:** The top 16 scoring tournament players will win a prize. This is different from our usual policy of guaranteeing everyone a prize, however, the prizes are lot bigger and better than normal, over £600 worth!

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **No** | **Name** | **Surname** | **Notes** | **1st Table** |
| 1 | Jamie | Bucknall | Great Britain | 1 |
| 2 | Jonathan | Brady | Soviet Union | 2 |
| 3 | Jethro | Sabin | Germany | 3 |
| 4 | Louka | Sabin | United States | 4 |
| 5 | Owen | Atkinson | Italian | 5 |
| 6 | Daniel | Kennedy | United States | 6 |
| 7 | Jack | Porteous | Germany | 7 |
| 8 | Matt | Laskey | Great Britain | 8 |
| 9 | Martin | Kennedy | Germany | 9 |
| 10 | Ian | Legg | United States | 10 |
| 11 | Josh | Robinson | Soviet Union | 11 |
| 12 | Frank | Luke | United States | 12 |
| 13 | Gareth | "the Enigma" | United States | 13 |
| 14 | Dom | Callaghan | France | 14 |
| 15 | Rob | Jackson | Germany | 15 |
| 16 | Chris | May | United States | 16 |
| 17 | Sol | England | Germany | 16 |
| 18 | Rob | Smith | Germany | 15 |
| 19 | Tom | Denith | IJA | 14 |
| 20 | Ian | Dows | Germany | 13 |
| 21 | Alistair | Samson | Soviet Union | 12 |
| 22 | Ben | Tompson | United States | 11 |
| 23 | Tom | Leach | Great Britain | 10 |
| 24 | Jack | Hindson | Soviet Union | 9 |
| 25 | Jake | Mason | Finland | 8 |
| 26 | Tony | Cowards | United States | 7 |
| 27 | Andrew | Ellerby | Hungarian | 6 |
| 28 | Sam | Jobling | Germany | 5 |
| 29 | Tom | Gilbert | France | 4 |
| 30 | Tom | Clarke | Finland | 3 |
| 31 | Nick | Robinson | United States | 2 |
| 32 | Johno | O'doherty | Germany | 1 |

**Generals Outpost Tournament 8th Feb ‘25**

**Game: 1**

**Victory Conditions: Seek and Destroy p164**

**Deployment Zone: Long Edges p169**

**Deployment Type: Meeting Engagement p170**

**Special rules: Preparatory bombardment p175**

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**Game: 2**

**Victory Conditions: Hold until Relieved p167**

**Deployment Zone: Quarters p169**

**Deployment Type: Fog of War p170**

**Special rules: -**

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**Game: 3**

**Victory Conditions: Top Secret p165**

**Deployment Zone: Quarters p169**

**Deployment Type: Meeting Engagement p170**

**Special rules: Blue Die (The case may contain counter-intelligence forgeries. At the end of the game the side that holds the suitcase rolls a D6, on a “1” your opponent wins as you are taken in by the forgeries. This can be countered by spending an additional stationary turn “inspecting the case” when the first unit picks it up.**

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**Game: 4**

**Victory Conditions: Demolition p166**

**Deployment Zone: Long Edges p169**

**Deployment Type: Meeting Engagement p170**

**Special rules: Night fighting (Dawn assault, p301)**