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

**“Bolt Action 2 Day Tournament”**

**Friday 31st October – Saturday 1st November 2025**

**Friday (10:00-16:00), Saturday (09:00-17:45)**

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

**£15** (free to club members), covers both days

34 Players, 17 Tables featuring theatres form the whole of WW2, five 140 minute games per player (three on 6’x4’ tables and one game on a 4’x4’ table) over 2 Days\* of gaming and…. Prizes, Prizes, Prizes. \*Players must be available for both days!

This will be our second tournament using 3rd edition rules.

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 27th September 2025) will receive an **additional 2 points** towards the overall event standings. Lists submitted by Sunday 28th September 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 **18.** (this will be purely to speed up play)

Each game will be **140 minutes** in length.

Each player will pay 5 games. 4 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 27th September to receive maximum bonus tournament points. And if you miss the 28th September deadline you could lose your place. Email all lists to cmbucknall@yahoo.co.uk

**Event timings**

**Day1**

10:00 Door open (please try to arrive before 10:30 for a prompt start)

10:40-10:50 event rules recap

10:50-11:00 setup for 1st game

**11:00-13:20 Game 1**

13:20-13:50 Lunch

13:50-14:00 setup for 2nd game

**14:00 -16:20 Game 2**

16:20 Day 1 ends

**Day2**

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

09:00-09:10 event rules recap

09:10-09:20 setup for 3rd game

**09:20-11:40 Game 3**

11:40-12:10 Lunch, “best presented army” voting

12:10-12:20 teardown and setup for 4th game

**12:20 -14:40 Game 4**

14:40-15:00 teardown and setup for 4th game (20 minute break)

**15:00-17:20 Game 5**

17:20-17:30 Arena of death, most sporting general voting

17:30 Prizes, teardown & tidy

17:45 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 eight players (as these mater for 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: Please call or email Chris ASAP if you would like to book a place. Latecomers may be offered a space on our reserve list.

Cost: £15 (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 five 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 eight scoring tournament players will win a prize.

**Gecko Gaming**

Local hobby store Gecko Gaming will also have a presence on site for both days of the event. If you want Olly to bring anything in particular please let Chris know.

**A green dice with a lizard and a lizard on it

AI-generated content may be incorrect.**

Missions and tables to follow in September…