

Victorius Unit Tactics – A Day Bolt Action Tournament

Introduction

Victorius Unit Tactics will be held at in the Victorious '24 event at the Box Hill Town Hall on **Saturday 17 August 2024**. We'll be playing three rounds of Bolt Action in an event for both experienced and beginner players alike, where the winner will be decided by Tournament Points. Any ties will be separated by Strength of Schedule.

TL:DR Key Points:

- Venue: Victorious '24 – Box Hill Town Hall on **Saturday 17 August, 2024**
- 1,050-point lists – generic reinforced platoon rules, no armoured platoons.
- There are a number of restrictions and adjustments for list building for this event, please see the full list later in this player pack.
- 16 players maximum – book early to avoid disappointment!
- 08:45am registration for 9:00am first game.
- Three rounds of two hours and 20 minutes.
- \$30 entry to be paid via the NWA Website - <https://nwa.org.au/event/bolt-action-tournament-victorius-24/>
- Missions will be pre-selected in advance from the Bolt Action Version 2 rulebook and the Bolt Action Alliance Mission Pack.

THE DETAILS

Where, when and how much?

The event will be on Saturday 17 August, 2024 at Box Hill Town Hall, Melbourne, Victoria. We'll be starting player registration at 8:45am, see the full schedule later in the document.

Entry is \$30 be paid via <https://nwa.org.au/event/bolt-action-tournament-victorius-24/> to confirm your attendance. There are only 16 slots for this event so please book your tickets to avoid disappointment!

Rules:

The tournament will be played using Warlord Games Bolt Action V2 ruleset.

Please note the Bolt Action FAQ available here as well: <https://us.warlordgames.com/products/bolt-action-2-faq-v1>

Armies:

Army lists are due by **Thursday 15 August 2024** – please e-mail these to Christopher.j.prout@gmail.com

We are expecting a mixture of experienced and relatively new players to this event. As a result, we would ask that players be mindful of the lists they run and aim to bring a list that they would enjoy playing against if they had come up against it themselves.

Given this, the TOs reserve the right to ask players to resubmit lists that are not keeping in line with the beginner friendly nature of the event.

Key Force Composition Rules

- All armies for this event should be no larger than 1,050 points.
- Forces must be made up using the generic reinforced platoon rules.
- Armoured platoons are not allowed for this event.
- Armies must be a single reinforced platoon.
- Light machineguns will cost **10 points**, rather than 20 points at this event.
- Medium and heavy machine guns have adjusted costings for this event, please see below.
- German and US halftracks – both transport and combat versions - **cost 10 points less** than listed in their army list (this applies to army lists like the Free French that use the profiles from the Armies of The United States)
- Maximum of 14 order dice.
- Maximum of 1 flamethrower per army, this can be man packed or vehicular.
- Maximum of 3 soft skin transports (trucks, jeeps, etc) per army.
- Maximum of 8 panzerfausts per army.
- Maximum of 2 units of cavalry per army (with and without horses).
- No army may have more than one free unit.
- Commonwealth/British players can only use one national characteristic per army. The army must use the characteristic attached to the most units. Any units using alternative national rules are considered to have no national characteristics.
- No naval observers, Aufklärung's Gruppe, Schutzen Squad, Artillery Observer- Super Heavy, Mike Target or special characters.
- Maximum of 1 unit of Ghurkhas (of any kind) per army.
- Maximum of 1 units of IJA Bamboo Spear Fighters per army.

Unit Adjustments

- Tiger Fear will use the Tiger Fear as written in the Armies of Germany (second edition). This is the opposite of what it says in the FAQ.
- Panzer IV tanks do not get Tiger Fear in this event.
- Turret Jam rule will not be used at this event.

Medium and Heavy Machine Gun Reductions:

- Inexperienced – cost 15 points less
- Regular – cost 10 points less
- Veterans – cost 5 points less

Terrain

If you have any terrain that you can bring to the event, we'd love to hear from you!

Please get in touch with the TO Chris Prout at Christopher.j.prout@gmail.com ahead of the event if you do have any terrain we can use. We'll organise to come collect it or get you to drop it off to the venue so we can set up tables ahead of the event.

Painting and Modelling

All models must be 28mm in scale, resemble the units they are intended to represent and comply with the 'What You See Is What You Get' principle.

Painted armies are preferred at this event, however partially painted armies will be allowed at this event. Any armies that contain an unpainted or partially painted unit are not eligible to win best painted.

It is expected that you will bring:

- Warlord order dice (rounded edges preferred) and enough six sided dice to play the game.
- 3x40mm circular objective markers.
- A tape measure.
- The rulebook and relevant "Armies of..." book or list.
- Pin markers.
- An appropriate dice bag.
- A copy of your army list that your opponent can reference.

Matchups:

Round one will be matched randomly, then Swiss Chess for the following rounds. As this is a beginner friendly event, initial match ups may be adjusted to provide better pairings for new players.

An effort to keep Allied V Axis matchups will be made, where practical and fair as determined by the TO. However, please note that non-thematic match ups may occur due to tournament balance or uneven numbers of Allied and Axis players.

Missions and Scoring

Victorious Unit Tactics is a three-game event. Game length is set at two hours and twenty minutes per round. Warnings will be given at each hour and with 15 minutes left of the round. Once time is called the order dice bag is closed and if there is an order dice in a player's hand, they will be able to complete that units activation, the game then immediately ends.

We will be running pre-determined missions from a mixture of the Bolt Action rulebook and the 2023 Bolt Action Alliance Mission Pack. Missions will be revealed on the day.

After each round players will be awarded points depending on how they went in their game. Players who win will earn 15 tournament points. Players who draw will earn 10 tournament points. Players who lose will earn 5 tournament points.

There will be an additional 5 bonus points that players can earn per round. Players will earn a tournament point for each of these questions that they can answer yes to at the end of their game.

- Is your Lt. still alive at the end of the game?
- Does your army still have at least half of its order dice?
- Did you destroy more than half of your opponent's order dice?
- Do you have two or more units in completely in your opponent's half of the table at the end of the game?
- Did your game finish at least five full turns?

In addition, the player with the most FUBARs that game gets an additional 1 tournament point.

Schedule

- 0845 – Arrival and Registration
- 0855– Pre-event briefing

- 0900 – Round One
- 1120 – Brunch Break
- 1200 – Round Two
- 1420 – Vending Machine Break
- 1430 – Round Three
- 1650 – Finish, Pack Up and Medals

Awards and Prizes

Awards and prizes will be awarded to:

- 1st
- 2nd
- Last Place
- Most Sporting Player (as determined by players in the event)
- Best Painted

Most Sporting Player

At the end of the event, each player will vote for a player they played against for the 'Most Sporting Player'.

The player with the most votes will win the 'Most Sporting Player' award. Any ties will be separated by the TO.

Feedback on sporting play is absolutely welcome, please let the TO know if you think a player has conducted themselves above and beyond across the event.