

Background

After a successful last hurrah to Version 2 in 2024, Victorious will once again be hosting a Bolt Action Tournament in 2025.

The intention of this event is for it to be a fun, beginner friendly event, where players are encouraged to either try the game for the first time, or try a list/army which is new to them.

Technical Details

There will be three games played in an escalation style (explained below). The three games will be played at a maximum of 450 points, 650 points & 850 points.

All armies are to be built using their "armies of" book (if released prior to the list submission date). If an "armies of" book has not been released, then they are to use the base lists set out in the Version 3 rulebook or minor nation PDF.

Missions will be pre-set, objective based, asymmetrical, attacker/defender missions. Missions will be released prior to the event.

There will be prizes awarded based on tournament placing, best painted (as voted by other players), as well as sportsmanship (as voted by other players).

Three army lists (one at each points level) are to be submitted prior to the event, either via an Army builder (such as Easyarmy), spreadsheet or other method. Hand-written lists will not be accepted.

As this is three different army lists, players are encouraged to have at least two printed copies and/or saved PDFs of each list, to ensure the army can be easily prepared, checked and referenced by the TO and other players.

As this is intended to be a beginner-friendly event, the TO holds unrestricted right to require any lists to be resubmitted at their own discretion.

Escalation

The intention of this style is to represent a core force moving through the war, adding and losing support elements as they go on. The following restrictions will apply:

- Armies are to be built around a 'core platoon' either a rifle platoon or recce platoon.
- The mandatory units in the core platoon cannot change between rounds (quality, veterancy, equipment),
- **The core platoon and core units must be present in every game.**
- Other elements of the platoon, and additional platoons can be added, changed and removed as desired between games.

- Game one has a maximum points limit of 450 points.
 - Game two has a maximum points limit of 650 points.
 - Game three has a maximum points limit of 850 points.
 - Maximum order dice for any game is 14.
-
- All other restrictions for list building as set out on page 181 of the the rules are to be followed, along with the following:
 - You can bring **any number** of Infantry platoons, and a maximum of **one** of each other platoon type (engineer, armoured, heavy weapons, artillery).
 - Maximum of **two** of any unit (excluding Platoon commanders, rifle units and transports taken as part of recce platoons).
 - Lists must be based in a period, Early, Middle or Late, if specified in the Armies of... book, and cannot be a mix of units from non-overlapping periods.
 - No MLRS will be permitted (i.e. Neblerwerfers, Katushas etc.)
 - Forward observers will not benefit from special deployment rules, and must be deployed with your main force.

Prohibited Iconography (All players; but particularly German players, please take note)

Understanding that this is a historical war game that is meant to be primarily fun, and welcoming to everyone, regardless of their background, the Nazi swastika is **not permitted** to be displayed on any miniatures, gaming equipment or clothing. Any players who attend with this iconography on their models, dice, gaming aids or other apparel, will be instructed to either mask over the imagery, pack the item away, or, as a last resort, be ejected from the tournament. A ticket refund **will not** be issued in the event of ejection.

Terrain

As always, terrain is premium! If any players have terrain or tables they are happy for the event to use, please contact the TO.

Contact Details

The tournament will be hosted by Winston Cawood.

All communication is to either be directed towards him (wcawood95@gmail.com) or via the Victorious organisaiton committee at NWA.