



"tHaB" Gaming and Barrage Wargames Show 2019 Presents



"Blaze of Glory" V Tournament pack v1.0

This event pack details the rules **Blaze of Glory** will be using to run our Bolt Action tournament.

Welcome to the fifth **Barrage Bolt Action** tournament, organised by myself, Mike ([tHaB Wargaming](#)) and in conjunction with Barrage Wargames Show.

Venue:

The Tournament will be taking place on Sunday 7th July 2019 at:
Blessed William Howard High School, Rowley Avenue, Stafford ST17 9AB.



Free Parking is available on site.

Please note that Barrage is a Wargames show and as such is open to the public. Therefore, each player must be responsible for their own models. "tHaB" Gaming and Stafford Wargames cannot be held responsible for any loss or damage of models.

How to enter:

Tickets can be purchased at the following BoG Eventbrite link:
['Blaze of Glory IV' tickets](#)

Tickets cost **£12**.

The ticket price will cover entry to both the Wargames Show and entry to the Bolt Action Tournament. Tickets do not however cover food that can be purchased at the venue.

There are 20 spaces.

If you wish to be placed on the reserve list then please complete the appropriate link when you go to purchase tickets. The reserve list will be allocated on a first come first serve basis.

All money taken will go towards trophies, prizes, PayPal fees, and what is left goes towards helping support Stafford Wargames.

Cancellations:

Please inform us as soon as possible if you are unable to attend the event. Due to event costs, a refund cannot be issued unless a paying reserve is found.

Contact:

Email: mikeyrebelwright@gmail.com
Facebook: ["tHaB" Gaming](#)
[BoG V Bolt Action Tournament](#)

Tournament Information

Tournament Official: Mike Wright

Format: This is a three round 1,000 point tournament using the Bolt Action rules and its respective supplements.

The Event Schedule

09.00 – 09.15: Doors open/Registration
09.15 – 09.30: Player safety and event briefing
09.30 – 11.30: Game 1
11.30 – 11.45: Break
11.45 – 13.45: Game 2
13.45 – 14.15: Lunch Break
14.15 – 16.15: Game 3
16.15 – 16.30: Clear away and finalise results
16.30 – 17.00:* Awards

* Or as soon as everyone has finished.

Tournament requirements

To make life a little easier, players are required to bring the following on the day:

- ☒ Your miniatures ☺ won't get far without those.
- ☒ Bolt Action rulebook (second edition) and relevant army/supplement book/PDF.
- ☒ Dice, Tape measure, pin markers, templates and order dice (two colours is always recommended as a good idea).
- ☒ At least ONE printed copy of your army list (two or three makes life easier).
- ☒ You should bring three objectives with a diameter of 25mm-40mm.
- ☒ A pen or pencil.
- ☒ Game score sheet (this will be provided by the TO at registration)

Suggested other items

- ☒ A copy of this tournament pack.
- ☒ Latest version of the errata/FAQ.
- ☒ Counters, smoke markers, etc.
- ☒ A quick reference sheets
- ☒ Support item to rest your army on

Army selection

Forces up to 1,000 points

There is no Order dice cap.

Armies are to be chosen from any current 'Armies of' book, Official army list or additional units released by Warlord Games.

Reinforced platoons or theatre selectors can be used, but cannot be mixed. In the case of an army consisting of two platoons, both must be chosen from the same selector.

Therefore forces can be selected using one of the following 'Armies of' books:

- ☒ The Armies of France and the Allies.
- ☒ The Armies of Germany.
- ☒ The Armies of Great Britain and Commonwealth.
- ☒ The Armies of Imperial Japan.
- ☒ The Armies of Italy and the Axis.
- ☒ The Armies of Soviet Union.
- ☒ The Armies of United States.

Along with the following supplement books:

- Battleground Europe - D-Day to Germany
- Ostfront - Barbarossa to Berlin
- Germany Strikes! - Early War in Europe
- Empires in Flames - The Pacific and Far East
- Duel in the Sun - The African and Italian Campaigns
- Campaign Battle of France
- Campaign Battle of the Bulge
- Campaign New Guinea
- Campaign The Road to Berlin
- Campaign Market Garden
- Campaign The Western Desert

Legal army lists must be submitted to mikeyrebelwright@gmail.com by midnight on Sunday 9th June 2019. However, we recommend submitting your list prior to this date.

We recommend using Easy Army, Army Builder or Quartermaster.

Scenarios

Scenarios will be pre-determined and are announced at the back of this pack.

Match-ups and Games

The match-ups in, players will play the opposite faction (Allies/Axis) where possible. We will also endeavour to match you up with an opponent that is not from your club/area.

From the second round onwards, players will be paired using the Swiss tournament system (i.e. matching players on the same amount of TP's, in descending order). This means that Allies may fight other Allies and the same with Axis.

In case of more than two players on the same number of TP's, players will be match in descending 'Casualty points' total. If they have the same TP and Casualty point's total, players will be paired in alphabetical order.

If there are an odd number of participants then a bye will be awarded to the respective player and a Win Result will be scored against their name, along with the appropriate points.

Game time

The organiser of the tournament has set the time limit for each game to be two hours, which needs to be adhered to due to the restraints of the Show timings. When this time limit is reached, players must finish the current dice turn they are on, and then the game ends automatically.

A 30-minute and 15-minute warning to the end of each game will be given. At the end, when time is called, you must finish the order currently in play and then end the game. This will count as the end of the turn for objective purposes. There will be a 15-minute break after each game to calculate results.

BA Rules, ERRATA & FAQ

The following Bolt Action Optional Rules, with Special Rules applying accordingly, will be used.

- Geronimo! Using Air-Landing Reinforcements – Paratroopers Combat Jump and Airborne Platoons.

Players must inform their opponent, which of these they are using and, if it is the former, which units will use Combat Jump.

Tournament points (TP)

Victory is calculated as described in the Scenarios being played and Tournament points are awarded for victories, defeats and draws as shown below:

RESULT	TOURNAMENT POINTS
Victory	3 Tournament Points
Draw	1 Tournament Point
Loss	0 Tournament Points

In addition, players must also record how many requisition points of enemy units they destroyed during their games. These destroyed enemy points ('Casualty points') are added together in a running total across all games and are used as a tiebreaker to pair players that are on the same level of Tournament points.

A 'Casualty Point' represents 1 point for removing one dice, therefore a point for each enemy unit destroyed (removed from play).

Winning the tournament

The winner is determined at the end of the last round to the following criteria:

- The player with the highest Tournament Points total is the winner.
- In case of two players tying on TP's at the top, the winner will be the player with the highest Casualty point's total.
- In case of the same Casualty points' total, then the least amount of Units lost will apply.
- In case of the same Casualty points and Units lost total, if the players have played each other during the course of the tournament then the winner will be the winner of such match.

Prizes

The aim is not about winning but to promote and have fun, although it's always nice to give some rewards for those that do well (or in some cases, badly!). Therefore, the following prizes will be awarded:

Top Generals:

- ☞ General's Award - Overall "BoG" Champion
- ☞ Major's Award - 2nd Place
- ☞ Captain's Award - 3rd Place

- ☞ Lieutenants Award* - Best Sportsperson
- ☞ Sergeants Mess - Best Painted Army

Barrage balloon: awarded to the player with the lowest overall tournament points.

*Sportsmanship Prize

- ☞ Lieutenants Award - for favourite opponent (Best Sportsperson)

Players are rewarded for playing nicely. Your scorecard has a voting section, so that you can award your opponent points based on your gaming experience. These points should be handed in after your 3rd game (if you don't you could stop someone getting an award!). The player with the most sporting points will win the Lieutenants award.

You only award two of your opponent's points.

2 Pips: Award two pips (2 points) to the opponent you enjoyed playing against the most.



1 Pip: Award one pip (1 point) to the opponent next in line.



Army Prize

- Sergeants Mess – Best Painted Army

You also have a section on your scorecard to vote for your favourite painted army. There is a 1st and 2nd choice selection for you to enter. Primarily it is 1st choice votes that will be counted, with 2nd choice coming into play in the event of a tie. Alternatively the organisers will have any casting vote.

Players, if they wish to be considered for voting, will leave their army on the table following Game 2, and all players will vote accordingly.

Terrain

Bolt Action uses a true Line of Sight system for its games.

Try and remember that the core principle is that 50% of a unit needs to be in cover for it to count. We recommend checking the front of the Bolt Action rulebook as most terrain types are detailed.

Some Tournament House Rules:

- **Hills** block LOS from one side to another.
- **Marshes/Swamps** are rough terrain, impassable to artillery and vehicles and provide soft cover for infantry.
- **Rivers** can only be crossed via a bridge or at recognised ford points, unless being crossed by amphibious vehicles.
- **Woods/Forests**, regardless of their size, block LOS through them, although, once a unit has entered the area, you can shoot into and out of them as per the rules with the relevant modifiers (-1 soft cover)

Added to this all area terrain is rough ground.

Terrain must remain unchanged and please respect it and don't damage it.

For any queries or questions please contact us at boltaction@barrage.org.uk

Sponsorship

We would like to extend our sincere thanks to the companies who have supported our tournament. Please check out their websites and their products.



Scenarios

Scenarios are as they appear in the main rulebook. The exception to this is where a scenario may have a change, in this case it will be written in **blue**.

Scenarios have not been finalised yet but will probably be as follows:

Scenario 1 – Meeting Engagement

Set-up

Both players roll a die. The highest scorer picks a long table side and declares which of his units (if any) are being left in reserve. This can be up to half the units in their army, rounding down. The other player then does the same. No units are set up on the table at the start of the game (**apart from forward observers/snipers**). Any units not left in reserve form the player's first wave.

Objective

The objective is simple – both sides must attempt to destroy the other whilst preserving their own forces.

First turn

The battle begins. During turn 1 both players bring their first wave onto the table. These units can enter the table from any point on their side's table edge, and must be given either a run or advance order. Note that no order test is required to move units onto the table as part of the first wave.

Game duration

Keep a count of how many turns have elapsed as the game is played. At the end of turn 6, roll a die. On a result of a 1, 2 or 3 the game ends, on a roll of a 4, 5 or 6 play one further turn.

Victory

At the end of the game calculate which side has won by adding up victory points as follows. If one side scores at least 2 more victory points than the other then that side has won a clear victory. Otherwise that result is deemed too close to call and honours are shared – a draw!

Players score 1 victory point for every enemy unit destroyed. **Any units kept in reserve at the end of the game count as destroyed.**

Scenario 2 – Supply Drop

Set-up

Both players roll a die. The highest scorer picks a long table edge to attack from. The other player takes the opposite edge. Both players must leave half of their units (rounding down) in reserve.

Reserves may only enter the table from the start of turn 3 onwards.

Outflanking is not allowed. All other units are in the players first wave. No units are set up on the table at the start of the game. No forward deployment of any kind is allowed. Units that can make a pre-game move, such as US Rangers, may do so.

Objective

Each player is trying to secure the supplies dropped from the plane.

First turn

The battle begins. Both players must bring their first wave units on to the table, giving them either an *advance* or *run* order. Note that no order test is required to bring on units that are part of the first wave.

Third turn

At the start of turn 3, before any other action is taken, roll to determine where the supply drop occurs using the steps below.

1. Place an objective marker in the centre of the table.
2. Roll a D3. On a result of 1 move the marker 24" to the left, on a 2 leave it where it is, on a 3 move the marker 24" to the right.
3. Roll another D3. On a result of 1 move the marker 6" forward, on a 2 leave it where it is, on a 3 move the marker 6" backwards. Players should agree on which direction forward and backward is.

If the marker ends up on a building, impassable terrain or obstacle, place it as close as possible beside the obstacle instead. If the players can't agree on where this should be, both should roll a D6. The highest scorer decides where the objective is placed.

Game duration

The game lasts for 7 turns. Keep a count of how many turns have elapsed as the game is played. At the end of turn 7, roll a die. On a result of a 1, 2 or 3 the game ends, on a roll of a 4, 5 or 6 play one further turn.

Victory

At the end of the game calculate which side has won as follows.

If a player has at least one infantry unit within 3" of the objective, and there are no enemy infantry units within 3", they have won a victory. If both players have infantry units with 3" of the objective, or no player does, the game is a draw.

Scenario 3 – Key Positions

Set-up

There are 5 objectives used in this game and each objective can be 25mm-75mm in diameter. The tournament organiser will **place 1 objective in the centre of the table**. Both players then roll a die. The highest scorer places one objective anywhere on the table. Then the opponent places an objective, and the players continue to place objectives until all objectives are placed. All objectives must be more than 12" from each other. These objectives could be tactically important positions such as a building or hilltop, or supplies, such as an ammo dump. Once objectives have been placed, both players roll a die. The highest player picks a long table side and declares which of his units (if any) are being left in reserve. This can be up to have the units in their army, rounding down. The other player then does the same. No units are set up on the table at the start of the game. Any units not left in reserve form the player's first wave.

Objective

The players must try to capture as many objectives as possible.

First turn

The battle begins. During turn 1, the both players must move their first wave onto the table. These units can enter from any point on the attacker's table edge, and must be given either a run or advance order. Note that no order test is required to move units onto the table as part of the first wave.

Game duration

Keep a count of how many turns have elapsed as the game is played. At the end of turn 6, roll a die. On a result of a 1, 2 or 3 the game ends, on a roll of a 4, 5 or 6 play one further turn.

Victory

At the end of the game if you hold more objectives than your opponent you win; otherwise the game is a draw. To hold an objective there must be a model from one of your infantry or artillery units within 3" of the objective at the end of the game, and there must be no enemy unit of any type within 3" of it.