

Warlord Games English Nationals 2022



Hi folks and welcome to the English Nationals, this event will bring together like-minded gamers from across globe for two days of rolling dice and having some fun. The aim of the event is to encourage growth in the Bolt Action community and some friendly competitive play amongst the players. So....."Game On!".

This event is being run as an official Warlord Nationals event along with other National Bolt Action events.

Event Details:

The English Nationals will take place over the weekend of 13-14th August 2022, at the BHGS Britcon Wargames Convention and Trade Show. We will be arranging a fun event for those arriving on the Friday and wanting to meet old and new friends and have some fun before battle commences.

Venue : Nottingham City Campus conference and event centre. Weekend and Daily parking for Britcon is at the car park on Talbot Street, Nottingham NG1 5GG, which is 2 minutes walk from either the venue and our onsite accommodation block at Byron Hall

Your entry fees include early access to the venue from lunchtime on Friday for social gaming (or just socializing!), a grab-bag lunch on both Saturday & Sunday, and a £5 voucher to spend with any of the traders at the Britcon Trade show over the weekend (including of course Warlord Games!) in with your tournament entry. Onsite Bed & Breakfast accommodation can be booked along with your entry ticket, and will be shown as an option on the booking form.

Force Selection:

The rules for force selection which we are adopting this year are designed with a view to putting together armies that are reasonably well balanced in play; the purpose of these force selection rules is to enable players who wish to do so to choose well-matched, competitive, and entertaining forces with which to play a challenging game.

When submitting your Army Lists, please use the template Microsoft Excel form which can be accessed at the following link.

<https://docs.google.com/spreadsheets/d/1LaO6X-SAp0cKgGOGk9NbtC9R8cr0Iok6/edit?usp=sharing&oid=112515621538900924264&rtpof=true&sd=true>

A force must comprise a maximum of two reinforced platoons with a combined total of no more than 1000 points.

Each reinforced platoon is made up as per the table below, using units picked from the reinforced platoons from the "Armies of" series of books and reinforced platoons from Armies of China in the "Empire in Flames" and the Armies of Australia in the "Campaign New Guinea" book.

Units may be chosen from theatre and campaign books as outlined in the FAQ, these unit entries must state that the unit may be taken in a Generic Reinforced Platoon.

Reinforced Platoon:

1 Lieutenant – First or Second
2 Infantry squads

Plus

0–3 Infantry squads

0–1 Captain or Major

0–1 Medic

0–1 Forward Observer (either Artillery or Air)

0–1 Machine gun team

0–1 Mortar team

0–1 Sniper team

0–1 Flamethrower team

0–1 Anti-tank team

0–1 Field Artillery, Anti-aircraft or Anti-tank gun

0–1 Armoured Car

0–1 Tank, Tank Destroyer, Anti-aircraft vehicle or Self-propelled Artillery

0–1 Transport vehicle or tow (soft-skins or armoured) per infantry and artillery unit in the reinforced platoon.

When picking a force begin with the first reinforced platoon and start by fulfilling its minimum requirement of 1 lieutenant and 2 infantry squads. Once this is done, pick from the other units given until the total requisition value of your units reaches the agreed maximum value for the force or as close as you can get.

So long as you have sufficient points remaining, you can always stop at any stage and start again with a second reinforced platoon as your points will allow.

Note that transports can always be included up to one vehicle for every infantry and artillery unit in the reinforced platoon. This enables infantry to be mounted into carriers if desired, HQ units to have jeeps or similar vehicles, and artillery and anti-tank guns to have prime movers.

If a vehicle listed as a transport/tow picks a weapon option that means the transport loses its transport/towing ability, it no longer counts as a transport/tow for the purposes of force selection, but as either an armoured car (if wheeled and with damage value 7+ or worse) or an anti-aircraft or self-propelled artillery vehicle otherwise.

Army lists need to be sent in by midnight GMT on Sunday 17th July 2022 where they will be checked for composition and then the draws for the first round will be randomly decided. List should be sent using the template to BoltActionNationals@Gmail.com please put your name in the appropriate box on the template title English Nationals in the subject of the email.

Army Restrictions:

- No Additional Army PDF's
- No Named Characters
- No War Correspondents
- The event will use the errata and FAQ that is valid from 1st October 2021 and errata, or FAQ issued after will not be valid.
- Lists should be submitted using the Template provided only and not via Easy Army, and lists submitted via Easy Army will be returned to the player for re submission.
- Army lists should be sent to BoltActionNationals@Gmail.com.

Painting and Modelling:

- Painting should be 3 colours minimum
- Models should be based.
- Models must be WYSIWYG and should resemble what they are supposed to be, for example weapon upgrades need to be modelled onto the vehicles.
- Models should be 28mm in scale.

Scenarios:

- Each of the five missions played over the weekend will be randomly selected from the

missions in the Warlord Games competitive play document.

<https://docs.google.com/document/d/18VRXgLYibEMuoNWFjTneS8RaRzJtOqDoMEDu3vJq0M/edit?usp=sharing>

- Each round will last a maximum of 2 Hours.
- A warning will be issued when there is 30 minutes on the clock and then again at 15 minutes by the tournament organisers.
- When the tournament organisers call time, players may finish the current dice activation.

Battle Ready:

- Each player is expected to arrive at the event with a selection of dice, Order dice, Pin markers, Tape Measure, objective markers, FAQ, Errata, Army Book, Rule Book, Copies of their Army List

Scoring:

Win – 1

Draw – 0.5

Loss – 0

The winner of each mission will be based upon the victory conditions laid out in each mission.

Kill dice will be recorded for each game and player to act as a tie breaker should this occur.

A scoring sheet will be issued to each table during the round and will require to be signed by both players.

The event will use Best Coast Pairings.

Prizes will be awarded for the following:

1st Place

2nd Place

3rd Place

Nations Champion this will be awarded to the highest placed English player

Players Choice Painting

The Statler and Waldorf T/O Best Army Prize (google it if you're not sure who they are)

Wooden Spoon

Player Conduct Rules:

Slow play: Should a player believe their opponent is playing slow then, if possible, discuss this with your opponent as there may be a legitimate reason for the slow play, should this fail to resolve the matter contact the Tournament Organiser/s.

Offensive Language: Please be aware that this is an event which is being held in a public venue can all players ensure they keep the language clean and family firendly.

Offensive Imagery: Offensive imagery or iconography is not permitted in this event, and should you have concerns that your force contains offensive imagery please contact the Tournament organisers. Should models be brought to the event that contain offensive imagery they will not be allowed to be used in the event. This is to comply with possible venue regulations and to allow Warlord Games to feature photos of the event and the painted forces.

Covid-19: As we all are aware the worlds in a bit of a weird place right now and due to this, we will need to remain flexible in regards the event. Social distancing and other Covid regulations may be in play at the event, this obviously depends on the rules at the time. By signing up to play in the event all players are agreeing to comply with any such regulations in place at the time of the event as set by the venue, the BHGS or Warlord Games. Should the event be cancelled due to Covid restrictions entry fees will be refunded by The BHGS to the players. Unfortunately, the event will not be liable to reimbursement of travel or accommodation costs.

A full set of Britcon entry terms and conditions are available on the BHGS website