

# Welcome to the Player Pack for the 2026 edition of the Bolt Action Grand Tournament

This event will be held from the 7th to the 9th of August 2026 as part of the Britcon event, at the following venue:

The Venue@DMU,  
Leicester De Montfort University  
20 Western Blvd,  
Leicester, LE2 7BU

This pack outlines the schedule, rules, and scoring system for the event, as well as useful links and information for planning your attendance – read on to find out how you can take part in the ultimate weekend of Bolt Action!

## GET YOUR TICKETS HERE:

<https://www.bhgs.org.uk/britcon.html>

## USEFUL LINKS:

**Event website with venue directions:**

<https://www.bhgs.org.uk/britcon---venue--directions.html>

**WarlordGamesApp:**

<https://app.warlordgames.com/>

## TOURNAMENT SCHEDULE

### Friday

- 13:00 – Player registration opens
- 13:00-18:00 – Open gaming
- 18:00 – Round 1 draw
- 18:30 – Round 1 starts – no time limit for this round!

### Saturday

- 08:30 – Round 2 starts
- 11:00 – Round 2 ends
- 11:30 – Round 3 starts
- 14:00 – Round 3 ends
- 14:00-15:00 – Lunch
- 15:00 – Round 4 starts
- 17:30 – Round 4 ends
- 18:30 – Evening food and drinks until late!

### Sunday

- 09:00 – Round 5 starts
- 11:30 – Round 5 ends
- 11:30-13:00 – Lunch
- 13:00 – Round 6 starts
- 15:30 – Round 6 ends
- 15:30-16:00 – Packdown
- 16:00 – Prizegiving ceremony and farewell!



# GRAND TOURNAMENT 2026

## PLAYER PACK



# Tournament Rules

## 1. FORCES

Players must select a 1,250 requisition point force, which may be made up of no more than 18 Order Dice.

The platoons in the force must be selected using the army list section of any one of the following:

- Armies of Germany supplement book.
- Armies of the United States supplement book.
- Armies of Great Britain supplement book.
- Armies of the Soviet Union supplement book.
- Armies of Imperial Japan supplement book.
- Armies of Italy supplement book.

All other armies will follow the Army Lists found in the rulebook, or in the official PDFs published on the Warlord Games community site:

<https://warlord-community.warlordgames.com/bolt-action-army-list-downloads/>

## 2. GAME TIME

Games will last for 2 hours 30 minutes. At the end of each game, the organisers will call 'GAME OVER'. When this happens, the players must finish activating the Order Die currently in play, after which the game ends. If no die is in play when GAME OVER is called, the game ends immediately.

## 3. ARMY LIST

Army lists must be submitted to the Tournament Organisers (TOs) by 23:59 on the 19<sup>th</sup> of July to the following email address:

[listcheckersboltaction@gmail.com](mailto:listcheckersboltaction@gmail.com)

The best way to submit your list is using the Warlord Games App's export function. You can access the app here:

<https://app.warlordgames.com/>

Models and equipment must match the selections in the army list, following the 'What You See Is What You Get' principle. Any alternative miniatures or 'proxies' must be discussed and approved by the TOs when submitting the list.

## 4. MATCH-UPS

The match-ups for Game 1 will be random. In the following games players will be matched using Tournament Points and Destroyed Dice, as explained below.

## 5. SCENARIOS

Each game will use the Battle Scenario system, as described in the Bolt Action: Third Edition rulebook, on tables with terrain that has been pre-arranged by the organisers. Players must not move the terrain, and should ensure that they've agreed with their opponent which terrain features constitute which type of terrain under the rules before the game begins.

Before each round, the organisers will announce the combination of Victory Conditions, Deployment Zone, and Deployment Type to be used in that game by all tables and players.



# Tournament Rules

## 6. TOURNAMENT POINTS (TP)

Victory is calculated as described in the Scenarios being played, and Tournament Points awarded as follows:

- Win – 3 TPs
- Draw – 1 TP
- Loss – 0 TP

In addition, players must also record how many enemy units they destroy during their games. These destroyed enemy units are each worth 1 point (Destroyed Dice). Destroyed Dice are added together throughout the tournament in a running total and are used as a tiebreaker to pair players who are on the same level of Tournament Points.

From the second round, players will be paired using a Swiss system (i.e. matching players on the same number of Tournament Points, in descending order).

In case of more than two players on the same number of Tournament Points, players will be matched in descending Destroyed Dice total.

In the case of players having the same Tournament Points and Destroyed Dice totals, players will be paired in alphabetic order.

When two players that have already met in a previous round are matched to play each other again, the TOs will re-pair them with new opponents. This rule does not apply on the top five tables during the last turn of the tournament.

## 7. WINNING THE TOURNAMENT

The winner is determined at the end of the last round. The player with the most Tournament Points will be the winner! Tiebreakers will be as follows:

1. Destroyed Dice (highest wins)
2. Head-to-Head matchup result
3. Strength of Schedule

