

**2017 Michigan Grand Tournaments  
Bolt Action  
Back to the Front!  
Tournament Packet**



## Tournament Notes

**Game Time:** The first game will last 1.5 hours, the second 2 hours, and the third 2.5 hours.

**Army List:** Each player must provide an army list to each of his opponents and one for the tournament organizer. Units in the Additional Units PDF, as well as anything printed in the "Armies of..." books and the campaign books are allowed. *The War Reporter* or "Cameraman" rules are not allowed to be used. If you have a question about another source please let us know. All lists will be vetted at least two weeks prior to the event for accuracy and to make sure they are not abusive.

**Tournament points** Each game will reward points as follows: 10 points for a win, 4 points for a draw, 1 point for a loss, and 0 points for withdrawal. Record the number of total points destroyed (squads / vehicles must be completely destroyed to count) after the match to break ties.

**Terrain:** Terrain will be preset and may not be moved and the terrain chart on page 28 of the Bolt Action rule book. If there are any questions please ask the tournament organizer for clarification.

**FAQ & Errata:** The latest FAQ & Errata will be used and can be found here: <http://www.warlordgames.com/rules-boltaction-additional-units-faq/>

The format for this event is called *Path to Destruction*. It will consist of three rounds using escalating points.

**Game One:** 800 points, no vehicles

**Game Two:** Standard 1,000 point reinforced platoon.

**Game Three:** 1,250 points, take up to two infantry platoons or tank platoons or one of each.

**House Rules:** None