

# 2018 Michigan Grand Tournaments

## Bolt Action

### Back to the Front!



## Tournament Notes

**Game Time:** Each game round will last two and a half hours.

**Army Composition:** Players will bring a 1,000 point army with a **maximum dice cap of 18 dice**.

**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: 5 points for a win, 2 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. 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: <https://us-store.warlordgames.com/products/bolt-action-2-faq-v1>

The format for this event is called *Lightning Battle*. Only man-packed weapons teams, wheeled vehicles, halftracks, infantry and cavalry will be allowed (no fully tracked vehicles or artillery).

**House Rules:** The turret jam effect will only take effect on a roll of 5 or 6 and the turret will jam in the direction it is currently facing and not the direction the fire comes from.

## **SCHEDULE Saturday (10:00AM – 6:00PM)**

**9:00** Check-in/registration opens

**9:45** Pre-game briefing and info session

**10:00-12:30** GAME 1

**12:30 -1:00** Break

**1:00-3:30** GAME 2

**2:00-3:30** Lunch, shopping, paint judging

**3:30-6:00** GAME 3

**6:30** awards and scoring