MOAB BOLT ACTION OPEN 2023

VERSION 2.0

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Saturday 30 Sept & Sunday 1st October

Sylvania Heights Community & Youth Club
288 Box Rd, Sylvania NSW 2224

SCHEDULE

SATURDAY

Registration and set-up : 08:30am
Game 1 : 09:00-11:30
Game 2 : 12:00-14:30
Game 3 : 15:00-17:30

SUNDAY

Game 4 : 10:00-12:30
Game 5 : 1:00-15:30

Pack-up/Finished-up : 15:45-16:00
Awards : 16.15

Event Registration:

Tickets for the event available now at **www.motherofallbattles.org**

Cost:

Saturday & Sunday $50 + $20 Prize Pool = Total $70.

Tournament Organisers:

Adrian Matthews & Ian Underwood

Bolt Action MOAB will again be organised by Adrian and Ian.

Whilst **Bolt Action Open 2023** is an unashamed competitive event, we expect all games to be played with the fair, sporting attitudes that have become the hallmark of the Australian Bolt Action community.

All gamers are welcome; those who wish to compete at a high level as well as those who are happy to try their luck on some of the best tables the NSW community can muster.

We are expecting a bumper prize pool and every player will walk away with something. Alongside podium places and awards for high performing armies, prizes will be awarded for thematic forces and peer-voted best presented armies.

Get excited!

POINTS : 1100

Army construction for all nations <u>must</u> made using the **DERP Selector**.
Double platoon/selectors are not allowed.

The **DERP** (Democratically Elected Republic of Players) selector has been used successfully at **Operation Südlicht** in Tasmania for a number of years. The organisers feel the selector allows players to take 'all the toys' but also limits infantry spam lists.

DERP SELECTOR

Compulsary Units	1 HQ : 2nd Lt, 1st Lt, Captain or Major 2 Infantry squads (Minimum of 5 men each)
Infantry	+ 0-1 additional HQ : medic, chaplain, officer etc + 0-1 observer + 0-4 infantry Squads + 0-2 Anti Tank Teams + 0-2 Mortar Teams + 0-2 MMG/HMG/LMG Teams + 0-1 Sniper Team + 0-1 flamethrower Team
Artillery	+ 0-2 Artillery Pieces
Vehicles	+ 0-2 Armoured Cars + 0-2 Tanks, Tank Destroyers & Self Propelled Artillery + 0-6 Transports & Tows

Players can construct their forces using units from the Armies of... books, campaign books and relevent FAQs. Those wishing to access national rules from campaign books or theatre selector special rules may do so if <u>all units chosen</u> in their force are from that specific campaign or theatre selector only. If a theatre selector special rule changes the organisation or structure of the DERP Selector, (in regards to the number of units or units slots available) - it may <u>not</u> be taken.

RESTRICTIONS AND INCLUSIONS

• Free units and 'Axis/Allied Support' units use up a slot in the DERP selector.

• Maximum of 2 multi-launchers of any type.

• No special characters, or experimental or optional rules may be used.

• Italian forces using the army special rule 'Defensive Strategy' from the *Armies of Italy and Axis* book or *Italy: Soft Underbelly* campaign book, always receive D3 emplacements as outlined in their army book (page 11) regardless of the mission played.

• An army that has national rules in both an army book & a campaign book may only receive the national rules from one source.

• British & Commonwealth forces cannot 'double dip' on free units from different books. Additionally, elite British units from the *Armies of Great Britain* book, with their own special rules (Commandos, Paras, Gurkhas etc) cannot access Commonwealth national characteristics which effect infantry and artillery units from that particular nation only.

- Commonwealth players may only choose one of their two national characteristics from *The Western Desert* book. The Bolt Action FAQ from Sept 2022 ruling differently is <u>not</u> in effect for this event. Maori special rules however remain for NZ players. Check with the TO for clarity if required

- Unless otherwise stated in this players pack or in communications by the TOs prior to the event - the most recent **Bolt Action FAQs & Errata** will be in effect. Any additional FAQs or official web-released content released by Warlord games prior to **17th Sept 2022** will not be allowed for this event. **FAQs** : **www.warlordgames.com/bolt-action-faq-update**
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- Forces from the *Korea* campaign book are allowed but must be constructed using the DERP selector. The US & Commonwealth Seasoned NCO unit (if selected) must take up the 'Additional HQ' slot in the DERP selector. Air Force Forward Observers may use the helicopter rules from the Korean War book, but are restricted to using the air-strikes tables from the Bolt Action (2nd Ed) rule book NOT the tables from the Korea book.

- Multinational forces that require a double platoon from *The Soft Underbelly* or *Tough Gut* book cannot be taken at this event. The Budapest Pocket Defenders list from the *Fortress Budapest* book may be taken but must be constructed using the DERP Selector.

- Miniatures are expected to be **WYSIWYG** (what you see is what you get). This is in particular reference to infantry small arms and teams. It is also expected players will endeavour to represent their force's vehicles and artillery as accurately as possible.

- Historically/themed substitutions of equivalent/identical stat units <u>MAY BE</u> arranged where this would not be misleading. Check for the TOs for approval. Rule of cool usually prevails.

- Please try and keep your forces historical and themed. Theatre selectors are great resources for this - even though you will be creating your force using the DERP selector.

- New units and special rules from Campaign: Tough Gut (released August 2023) will be valid for this event.

RULE AMENDMENTS

- The SNIPERS vrs TEAM WEAPONS rule amendment from version 1 of this player's pack is no longer active for this event. It was causing some confusion and the TOs have decided to retire it. Snipers & team weapons operate as they were written in the Second Editon rule book.

SCORING

Scoring and pairing will be determined by the following metrics (in the following order) and tracked in the Best Coast Pairings app. (see below).

- Wins / Draws / losses.
- Battle Points.
- Battle Points Strength of Schedule (the average of opponent's battle points divided by the number of opponents).

Battle Points

Victory : 20 Points
Costly Victory : 13 Points
Draw : 10 Points
Heroic Defeat : 7 Points
Defeat : 0 Points

Bonus Battle Points:
Opponent's officer was removed from play : 1 point
Opponents most expensive unit was destroyed: 1 point.

A 'costly victory' is determined when you have won the game according to the scenario victory conditions, but in doing so have sustained a loss of 440 or more your force's total attrition points.

A 'Heroic Defeat' is determined when you have lost the game according to the scenario victory conditions, but in doing so have forced your opponent to lose a total of 440 or more their force's attrition points.

Attrition Points
Attrition points are accumulated from the points cost of your opponent's destroyed units, and calculated in the following manner:

- Full points for any unit destroyed.
- Full points for any unit that fails to arrive from outflank or reserve for the entire game.
- Half points for any infantry or team unit reduced half strength (rounding down).
- Half points for an immobilised vehicle.
- Half points for an artillery unit reduced to 1 crew member.

Please note that some nations have free units such as the free British & Commonwealth artillery observer. If any of these free units are destroyed in a game, their usual points value is used for their attrition points value

Best Coast Pairings
It is expected that the tournament will be using the **Best Coast Pairings** (BCP) app to track scores and determine parings. The app was used successfully at both MOAB Bolt Action Open '22 and CodsWallop '22. Players will need to register with BCP and then register with the event once it is becomes available in the app.

Note: Players will need to make a PIN when they register for the event so they can enter their scores on the day. The TOs can also enter scores through the TO version of the app if required.

BCP can be accessed on a mobile phone with the app loaded or via the a web browser. (www.bestcoastpairings.com). The App can be downloaded via Google Play or the Apple Store.

This will be a swiss-style tournament. The first round opponents will be chosen randomly but may be massaged to minimise family and regular gaming partners from playing each other - after that the draw will be on points/placings. Grudge matches are allowed for the first round where both parties agree.

SCENARIOS

Five scenarios will be released in the weeks leading up to the event and posted on the event page. They will be chosen from the main Bolt Action rule book and/or from the forthcoming Bolt Action Alliance 2023 Mission Pack.

PRIZES

We have opted for a prize pool fee of **$20 per ticket**. This will ensure a substantial amount of booty from all our sponsors and supporters and will ensure **every player will walk away with something.** If we end up with extra prizes, expect random door prizes!

We envisage the following prizes, (although we may think of more).

- **1st, 2nd & 3rd place overall.**
- **Best Painted and Presented Force** (Peer voted. Must be the player's own work)

- **Hanoswag** : TO's choice coolest force
- **Best Historically Themed Force :** players are encouraged to supply supporting material.

- **Highest placed (non-podium) Early-War Force** (Pre-war/1939-41)
- **Best Placed (non-podium) Mid-War Force** (1942-Early1944)
- **Best Placed (non-podium) Late-War/Cold War Force** (Mid 1944-1952)

Eras of the war are somewhat rubbery for the Eastern Front and the Pacific theatres. The TOs will make judgement calls when allocating the best placed era prizes.

Players fielding ahistorical forces will not be eligible for themed prizes.

LIST SUBMISSION

Submit your lists to Adrian Matthews at : Savvyprint@me.com

Easy Army is the preferred army builder but is at times inaccurate. Please check your unit costs against the official sources. It is fine to represent the extra slots in the DERP selector by adding units to a second platoon in Easy Army.

Lists may also need to be built outside of Easy Army. Microsoft Excel (or similar) is perfect for this. Please save your file as .xls or .xlsx

Please have your lists in for approval by **17th Sept. at the latest.**