

MOAB BOLT ACTION OPEN 2024



Auf Wiedersehen Second Edition!

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Saturday 5th - Sunday 6th 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 2024** 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 must be made using the **DERP Selector**.
Double platoon/selectors are not allowed.

The **DERP** (Democratically Elected Republic of Players) selector was used successfully last year at MOAB and also 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

Compulsory 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

Relevant additions to last years player's pack are in magenta text.

Players can construct their forces using units from the Armies of... books, campaign books and relevant FAQs. Those wishing to access national rules from campaign books or theatre selector special rules may do so if all units chosen in their force are from that specific campaign or theatre

RESTRICTIONS AND INCLUSIONS

- **THIS IS A SECOND EDITION EVENT. NO THIRD EDITION RULES, UNITS OR LISTS CAN BE USED.**
- Free units and 'Axis/Allied Support' units use up a slot in the DERP selector. (Sorry!)
- Maximum of 2 multi-launchers of any type.
- No special characters, experimental or optional rules may be used.
- Italian forces using the army special rule 'Defensive Strategy' from the *Armies of Italy and Axis* book (page 11) or *Italian* campaign books, always receive ALL defensive bonuses stated in the national rule regardless of the mission played. They DO NOT need to roll for it, it is automatic.
- 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.

Restrictions and Inclusions (continued).

- 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 not 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 from 28 February 2024** 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**
- 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.
- The following online army lists and units may also be used as long as they adhere to the structure of the DERP Selector (see above):
 - **Sardinian Grenadiers** - Italy (Warlord Official, published Warlord Community 4.12.23).
 - **Armies of Denmark** (Unofficial, BoltAltAction website, author Peter West).
 - **Armies of Bulgaria** (Unofficial, BoltAltAction website, author Peter West).
Players 'upgrading' to one of Peter's lists must use the author's recommended changes to the existing national rules and units - even if they limit or change the original unit negatively.
 - **Invasion of Australia** (Unofficial, BoltAltAction website, author Adam Stone).
Australian units and selectors only. No Japanese units or selectors are allowed.
The 'Sustained Fire' campaign rule for Australian units cannot be chosen.
- 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 MAY BE 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.

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 (added to those above).

- An 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.

Only the winning players needs to calculate whether they have been attritted 440 points worth of their force - but it is in the losing player's interest to check the winning player's calculations.

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) to track scores and determine pairings. BCP was used successfully at both MOAB Bolt Action Open '22, '23 and CodsWallop '22 and '23. Players will need to register with BCP and then register with the event once it becomes available in the app.

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 randomised but may be massaged to minimise family and/or 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 four weeks out up to the event and posted on the event page. They will be chosen from a combination of the Bolt Action rule book (Second Edition), Bolt Action Alliance Mission Packs and overseas tournament scenarios.

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 **22nd Sept. at the latest**.

