



MYTHICOS STUDIOS @ HISTORICON 2022
JULY 20-24 2022



**BOLT ACTION 2023 1ST NATIONAL QUALIFIER
OPEN TOURNAMENT SATURDAY JULY 23RD 2022**



HISTORICON 2022 1ST Mythicos Studios' Bolt Action Nationals QUALIFIER.

<https://www.hmqs.org/mpage/HconHome>

Number of Players: 24 player limit. Winner and Second place of this event will automatically get invited to the 2023 Mythicos Studios' Bolt Action Nationals.

Cost: \$10.00 Entry fee

Register at: <https://www.mythicos.store/collections/all-events-website>

This is an 800 points event. 3 rounds, Swiss format event. Each game will be 2 hours long.

Event date: Saturday July 23rd 2022 at the Historicon Convention.

Event starts promptly at 10:00 AM. Please make sure to bring all of the items you need to play your games-dice, rulebooks, measuring tape etc.

Must also provide TO with a copy of your army list on the day of the event by 9:00 AM.

Lunch Break at 12:00-1:00. 1/2 hour break between rounds.

Event is scheduled to end by 6:00 PM. Prize ceremony will be at 6:30.

Armies may be chosen from:

- 'Armies of' books
- Theatre/campaign book
- Additional Army PDF's / Lists published by Warlord Games
- Additional theatre book published at least 28 days prior to an event
- Tank War (If using an Armoured Platoon, only ONE Platoon may be used in your force.)

Painting and Modelling:

- Models should have if at all possible least three colours on them and should be WYSIWYG.
- In the case of "counts as" conversions, please make sure your opponent is clear as to what the conversion counts as prior to the game beginning
- Models must be 28mm in scale.

In the case of "counts as" conversions, please make sure they have been cleared for use by the Tournament Organiser/Head Referee prior to the event starting and your opponent is clear as to what the conversion counts as prior to the game beginning.

GAME TIME

- A tournament round's length varies depending on the type and army points value of the game to be played. 2 hour max length of game.
- The Tournament Organiser or Head Referee if there is one should announce the start, mid-point, and end of a round.



- If a game has not concluded before Tournament Organiser or Head Referee the indicates Game Time is up, the players must finish the current order dice, and then the game ends automatically. No more dice may be drawn out of the bag.

ARMY LIST

- The players must write down the army list they are going to use for the duration of the entire tournament.
- They must provide three legible copies of their army list to the TO before the start of the tournament.
- They must bring a copy for the Tournament Organiser or Head Referee, a copy for their opponent to use for reference if the opponent wishes to and one for their own reference.

MATCH-UPS

- The match-ups of Game 1 will be random.
- From the second round, players will be paired using a Swiss system (i.e. matching players on the same amount of Tournament Points (TP), in descending order).
- In case of more than two players on the same number of TP, players will be matched in descending Margin of Victory total.
 - If they have the same TP and Margin of Victory total, players will be paired in alphabetical order.
- When two players have already met in a previous turn are matched to play each other again, the TO will reselect the draw. This rule does not apply on the top five tables during the last turn of the tournament.

TOURNAMENT SCENARIO NOTES

1 GAME DURATION (ALL SCENARIOS)

Keep a count of how many turns have elapsed as the game is played. At the end of turn 6, roll a die. On a result of 1, 2 or 3 the game ends, on a roll of 4, 5 or 6 play one further turn.

2 TOURNAMENT POINTS

Once you have determined the result of each game score tournament points as follows. The winning player gets 3 tournament points the loser gets 0 tournament points and for a draw, each player gets 1 tournament point.

Also, count the number of your opponents' units you have fully destroyed and the number of your units your opponent has fully destroyed (including free units). The dice difference obtained is used as a decider if tournament points are even at the end of a tournament.

3 DEPLOYMENT

DICE IN BAG DEPLOYMENT



Both players put an Order die in the bag for every unit that is not in reserve or being forward deployed. Then draw a die and the player whose die has been drawn must deploy one of his units, at least 12" from the table middle line (see map).

Continue to do this until all units that are not in reserve or forward deploying have been deployed.

Forward deployment (p131) is carried out once normal set up is finished.

4 RESERVES

Unless otherwise specified, reserves can be up to half of the units in the army, rounding down.

5 PREPARATORY BOMBARDMENT

Roll a die: on a 2+, a preparatory bombardment strikes the enemy positions (see page 131). On a result of 1, the barrage fails to materialise.

6 OBJECTIVES

Objectives should all be round and the same size and between 25 - 40mm in size. Distances are measured from the edge of the objective.

Objectives are always placed or assumed to be placed at ground level. Objectives do not block/obscure line of site, nor do they affect movement.

In scenarios with objectives, to hold an objective there must be a model from one of your infantry or artillery units (or a transport including one such unit) within 3" of the edge of the objective at the end of the game, and there must be no enemy unit of any type within 3" of the edge of it.

7 PRIZES

1ST PLACE: Invitation to Bolt Actional Nationals at Historicon 2023
\$125 mythicos.store gift certificate

2nd PLACE: Invitation to Bolt Actional Nationals at Historicon 2023
\$75 mythicos.store gift certificate

BEST PAINTED: \$125 mythicos.store gift certificate

YOUNG GUN (PLAYERS UNDER 18 YEARS OF AGE): \$75 mythicos.store gift certificate



SCENARIO 1: NO MAN'S LAND

OBJECTIVE/VICTORY

- * Both sides must attempt to destroy the other whilst preserving their own forces.
- * At the end of the game calculate which side has won by adding up victory points as follows.
- * Players score 1 victory point for every enemy unit destroyed.
- * If one side scores at least 2 more victory points than the other then that side has won a clear victory. Otherwise, the result is a draw.

SET-UP

- * FORWARD DEPLOYMENT
 - * Allowed (see page 131)
 - * OUTFLANKING
 - * Allowed (see page 132)
 - * PREPARATORY BOMBARDMENT
 - * Allowed
 - * Both players. (See 5 above)
 - * DEPLOYMENT - Dice in bag deployment (see 3 above)
 - * HIDDEN SETUP
 - * Not Allowed
- * Both players roll a die. The highest scorer picks a long table side and declares which of his units (if any) are being left in reserve (see page 132).
- * The other player gets the opposite table edge and then does the same. Once the players have declared which units are left in reserve, they deploy their other units.
- * Continue to do this until all units that are not in reserve or are forward deploying have been deployed.
- * Forward deployment now takes place
- * Once all deployment is finished roll for preparatory bombardment.

FIRST TURN

- * During turn 1 visibility is limited to 24".





SCENARIO 2: MEETING ENGAGEMENT

OBJECTIVE/VICTORY

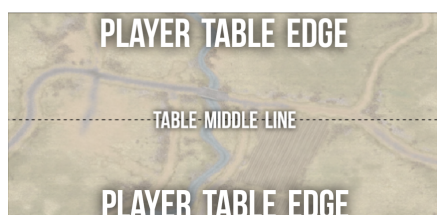
- * Both sides must attempt to destroy the other whilst preserving their own forces.
- * At the end of the game calculate which side has won by adding up victory points as follows.
- * Players score 1 victory point for every enemy unit destroyed.
- * If one side scores at least 2 more victory points than the other then that side has won a clear victory. Otherwise, the result is a draw.

SET-UP

- * FORWARD DEPLOYMENT
 - * Allowed (see page 131)
 - * If forward deployers are part of the first wave
- * OUTFLANKING
 - * Not Allowed
- * PREPARATORY BOMBARDMENT
 - * Not Allowed
- * DEPLOYMENT - No units are set up on the table at the start of the game. Any units not left in reserve form the player's first wave.
- * HIDDEN SETUP
 - * Not Allowed
- * Both players roll a die.
- * The highest scorer picks a long table side and declares which of his units (if any) are being left in reserve (see page 132).
- * The other player gets the opposite table edge and then does the same.

FIRST TURN

- * Both players must bring their first wave onto the table.
- * These units can enter the table from any point on their side's table edge and must be given either a Run or Advance order. (Note that no order test is required to move units onto the table as part of the first wave.)





SCENARIO 3: KEY POSITIONS

OBJECTIVE/VICTORY

* At the end of the game if you hold more objectives than your opponent you win, otherwise the game is a draw. (See note 6 above OBJECTIVES)

SET-UP

* FORWARD DEPLOYMENT

* Not Allowed

* If forward deployers are part of the first wave

* OUTFLANKING

* Allowed (see page132)

* PREPARATORY BOMBARDMENT

* Not Allowed

* DEPLOYMENT - No units are set up on the table at the start of the game. Any units not left in reserve form the player's first wave.

* HIDDEN SETUP

* Not Allowed

* Both players roll a die. The highest scorer rolls a D3+2 – this is the number of objectives used in this game.

* Then both players roll a die again. The highest scorer places one objective anywhere on the table.

* Then the opponent places an objective, and the players continue to place objectives until all objectives are placed more than 12" from each other. (The important thing is that both players clearly identify the objectives before the battle begins.)

* Once the objectives have been placed, both players roll a die. The highest scorer picks a long table side and declares which of his units (if any) are being left in reserve (see page 132).

* The other player gets the opposite table edge and then does the same.

FIRST TURN

* Both players must bring their first wave onto the table.

* These units can enter the table from any point on their side's table edge and must be given either a Run or Advance order. (Note that no order test is required to move units onto the table as part of the first wave.)

