



BOLT ACTION AT CROSSROADS CON.

For our inaugural event we will be running a laid back axis vs allies campaign to introduce people to the game and each other. (Due to the likely small number of players some players may need to be traitors and historic match ups are not guaranteed.)

There will be five rounds hosted over the course of the weekend. However like everything else at Crossroads, you don't have to attend every round. If you have to start later or leave early due to travel or just want to sample some of the other things the con has to offer we cater to that. Just let the Wargames organiser (Geordie Irvin) know so we can assign partners and tables appropriately.

Each table will have its own unique scenario, each axis or allied victory or defeat contributing the overall result for the campaign. Simply calculated the total victories – defeats calculated for each side, the winning side is whomever has the highest total.

Every round players will be assigned a new opponent and a new table, either at random, or by mutual agreement if folks want to play particular tables/opponents. You may not get to play every table depending on player numbers, but you will get a different game each time.

Armies will be 1000pts, using the generic army selector. However an army with a good balance of capabilities will be best to cope with the range of scenarios. Units may be taken in any combination across any supplement, in this way it is a very open form of play. For example a soviet force could include Mongolian Cavalry, SMERSH squads and an intelligence officer all in the same list. No list may field more than 12 dice worth of units.

You don't need to send us your list, as long as you have a hard copy with you. But you need to bring any supplement associated with units from your army.

Armies must be painted to a basic standard (three colours and based)

If you'd like some list building help or have any questions about the game, we highly recommend joining the Australian Bolt Action facebook group. Everyone is super helpful and many of our local players are also on there and can respond in Aussie appropriate hours ;)
<https://www.facebook.com/groups/417175118365633/>

WE WILL HAVE PRIZES FOR

MVPx2: Player who wins the most games for each side
Best painted: Best painted army as voted by their peers
Players Choice: Favourite opponent as voted by their peers

HOUSE RULES

We have a lot of experience playing Bolt Action and have found one small change improves the enjoyment of balance in the game.

When rolling to hit and the hit chance is modified to worse than 6+ use the following;

7+ (6+, followed by 4+)

8+ (6+, followed by 5+)

9+ (6+, followed by 6+)

10+ Automatic Miss

WHAT YOU NEED TO BRING

- Your painted 1000pt army
- A hard copy of your army list (if using your own)
- Any Supplements which contain unique units you will field (Any unit not in the Bolt Action 2e Rulebook)
- Dice, measuring tape, templates etc

SCHEDULE

Saturday April 27th

Intro/Game 1 09am-12pm

Lunch/Paint judging 12pm-1pm

Game 2 1pm-4pm

Dinner 4pm-6pm

Game 3 6pm-9pm

Sunday April 28th

Game 4 9am-12pm

Lunch 12pm-1pm

Game 5 1pm-4pm

Campaign roundup/prizes Directly after last game

*The schedule is built to coincide with other events so you can mix and match wargaming, board gaming and RPG sessions over the course of the weekend if desired. Day one will be pretty laid back, but day two we will push on with following rounds once everyone is ready so that people can get on the road early if need be.

WHERE

It will be held in Swan Hill at Ken Harrison Reserve in the Italian Social Club building.



TICKETS AVAILABLE AT

<https://www.eventbrite.com.au/e/crossroads-convention-swan-hill-tickets-51687093488>

