

MOAB 2022
BOLT ACTION OPEN



Saturday 1st and Sunday 2nd October
Sylvania Heights Community & Youth Club.

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ELITE MINIATURES



Saturday 1st and Sunday 2nd October

**Sylvania Heights Community & Youth Club
88 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/tournaments/#BA

Cost:

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

Tournament Organisers:

Adrian Matthews & Ian Underwood

This year **MOAB (Mother of All Battles)** returns after an enforced 2 year absence - and Bolt Action returns along with it. MOAB has traditionally hosted NSW's marquee Bolt Action event. Our aim is to ensure that it maintains this status, and builds on the successes of previous years.

Whilst **Bolt Action Open 2022** 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!

ARMY COMPOSITION

Points : 900 / Rules As Written (2nd Edition).

Your force must be constructed using one of the following methods:

1. GENERIC REINFORCED PLATOONS or GENERIC ARMoured PLATOONS (*Tank Wars* book)

- **Generic Reinforced Platoons** can be found in the **Armies of...** Books. You may include national units from campaign books in your force, (unless they're restricted for scenario use only).
- The Following national army lists from campaign books are accepted. Where noted, players may be required to build their force using that nation's **Generic Reinforced Platoon** and import the appropriate national rules, (See **Theatre Selectors** below)

Armies of Free France : Late War (Use French Late-War Reinforced Platoon).

Armies of Free France : Western Desert (Use Free French Reinforced Platoon, W.D.book).

Armies of Australia (Use British Generic Reinforced Platoon).

Armies of China (Use Chinese Reinforced Platoon - Communist or Nationalist).

Commonwealth National Characteristics are allowed for British lists.

- The Following national army lists from the **Bolt Action: Korea** book are accepted.

North Korean People's Army : Reinforced Platoon.

Republic of Korea : Reinforced Platoon

United States & United Nations : Reinforced Platoon*

The British Commonwealth : Reinforced Platoon*

Chinese People's Volunteer Army : Reinforced Platoon.

* 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) rulebook.

- **Theatre Selectors** cannot be taken... however 'proxy' theatre selectors may be constructed using that nation's **Generic Reinforced Platoon**. If all units chosen in the force are from that specific theatre selector, then (subject to approval) any special rules/and or restrictions from that selector may be imported over to your force.
- 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 **18th Sept 2022** will not be allowed for this event.
FAQs : www.warlordgames.com/bolt-action-faq-update
- 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.

ARMY RESTRICTIONS

- No special characters or personalities.
- No experimental or optional rules.
No unofficial army lists or units.
- Whilst this tournament is a competitive open event, where players are encouraged to 'bring all the toys' - **organisers may still reject lists and ask for them to be resubmitted** if the list is perceived to be one that will almost certainly give their opponent an unenjoyable game.

SCORING

Its our intention to use the Australian developed **Tabletop Tournaments** (www.Tabletop.To) to run the scoring and player draw for the event. Players will need to register with the website/app to participate in the event. We will confirm this closer to the event.

This will be a swiss-style tournament. The first round opponents will be chosen randomly, but the organisers may opt to massage the draw 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.

This event will be using a **Win / Minor Win / Draw / Minor Loss / Loss** tiered scoring system.

A '**Minor Win**' is determined when you have won the game according to the scenario victory conditions, but in doing so have **sustained a loss** of **360 or more** your force's **total attrition points**. (40% of 900 points).

A '**Minor Loss**' 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 **360 or more** your force's **total attrition points** (40% of 900 points).

ATTRITION POINTS

Attrition points will be used for tiebreaker/count backs, and for determining the level of your victory or loss.

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.

SCENARIOS

Five scenarios will be chosen in the weeks leading up to the event and posted on the event page. They will be chosen from the main Bolt Action rulebook and also potentially from the Bolt Action Alliance 2022 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**
- **Best Placed Early-War Force** (Pre-war/1939-41)
- **Best Placed Mid-War Force** (1942-Early 1944)
- **Best Placed 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 be allocated to the era relevant to their latest war equipment.

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.

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 **18th Sept. at the latest**.