



World War II Wargame

**BOLT ACTION™**

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# BOLT ACTION D-DAY EVENT 2019 PLAYERS PACK







## D Day Event 9th June 2019

Welcome to Warlord Games' Bolt Action D-Day event in commemoration of the 75th anniversary of the Allied invasion of German controlled France in June 1944.

Our event, ran as a tournament of three games, will enable players to fight a series of games on the beaches, the rural countryside and towns of Normandy.

Although ran as a tournament, our D-Day event is intended as a tribute where the spirit and theme of play is far more important than the winning of games.

Once again, I would like to thank Gary and Colin Betts for their continuing support at Bolt Action events through the year. Onwards to Victory!

Simon

### Requirements

For the tournament you will require:

- Your 1,000 point army list
- Bolt Action second edition rulebook
- Army book for your force
- Fully painted army
- Order dice and bag
- Dice, tape measure and pin markers
- Paper and pen/pencil

### Table Setup

- Games will be played on a 6 foot x 4 foot table.
- All tables will have a mission set out for that table.

### Match-Ups

Players have pre-selected whether to play as Axis or Allied forces. Players will only be matched Axis versus Allies.

This will be a 'Swiss system' event with a random first round draw.

### Event Schedule

Games are planned to be 2 hours for 1,000 point games.

Once time is called all games must end at this point, no further rounds are to be played. The current round ends on the dice that is being played when time is called.

At the end of each game the result must be submitted to the game umpires.

### Saturday 9th June

08:45 - 09:00	Player Briefing
09:00 - 11:00	Game 1 – <b>1,000 points</b>
11:00 - 11:15	Break
11:15 - 13:15	Game 2 – <b>1,000 points</b>
13:15 - 14:00	Lunch Break
14:00 - 16:00	Game 3 – <b>1,000 points</b>
16:00 - 16:30	Clear Hall
16:30 - 17:00	Results



## Force Selection

- Players must select a force of 1,000 points.
- Armies must consist of either a single reinforced infantry platoon or single tank platoon.
- No more than the set amount of points may be spent on the army
- No Special Characters, Legendary Tanks or War Correspondents can be selected.
- There is a dice cap of 18 dice for your 1,000 point force.

## Army composition

For this event we'd like to make sure that forces, so far as possible, represent ones that took part in the Operation Overlord, the D-Day Invasion of France.

To encourage good army selection there are prizes available for both The Best Sportsman and Best Themed Army.

We'd really encourage players to go 'as themed as possible', we have seen some knock-out armies in the past and it is truly amazing the fantastic standard of armies that you all field.

If time's limited or historical research isn't your strong suit then the guidelines are designed to help you and the event organisers will be very happy to offer any assistance they can if desired – remember this is aimed at improving everyone's enjoyment – it's not meant to be a chore.

## Army Selectors

Armies must be drawn from the following books and army lists:

### Armies of Germany Book second edition.

1944 Atlantic Wall Resistance Nest

1944 Normandy

### Armies of the United States.

1944 Normandy

1944 Operation Cobra

### Armies of Great Britain and Commonwealth

1944 Normandy

### Bolt Action Campaign: D-Day: Overlord

All forces from the theatre selectors (p161-177)

**Normandy Royal Marine Commando Troop** (from the Warlord Games website and reproduced in this event pack)

Players should receive an advance copy pdf of the new theatre selector from Bolt Action Campaign: D-Day: Overlord prior to the event.

We recommend using Bolt Action Easy Army as a great way of selecting your force and generating your army lists (although beware – not all entries are covered, including the new D-Day Campaign book).

All event armies must be fully painted.

## FAQ

A new updated FAQ will be available prior to the D-Day event which will be used by the referees.

## Campaign Commanders and Event Cards

A player from both the Axis and Allied sides will be nominated as Campaign Commander. The Campaign Commander has the ability to play Event Cards through the day to players on their side.

Event cards represent random events that could help swing the tide of battle and could include such events as lost airborne units and weapon upgrades from drop cannisters. There are only a limited number of Event Cards available, they are single use and must be returned to the referee's once played. A full list of Event Cards will be supplied on the day.

## Mission Definitions

### Top Secret

The objective will be placed on the table and will not be able to be moved. The winner will be the person who holds the objective at the end of the game.

### Point Defence

As this mission has the potential to turn into a draw for both sides we have decided (for this tournament) to change the mission so that for an Attacker Victory the attacker must write down which objective they want to capture for the win before the defender deploys their force.

All missions with objective markers will be set up before each game and can't be moved.

Each table will have a secondary objective on the table as well which will be something to capture or hold to gain additional points

## Scoring system

The player who scores the most points is the tournament winner

The scoring system is as follows;

- 5 Points for a win
- 3 Point for a Draw
- 1 Points for a Loss
- 1 Point for any secondary objective taken or held at the end of the game

## Prizes

- Best themed army
- Best sportsman
- 1st, 2nd and 3rd place
- Fubars!

Discounts and special offers available to all players.

## Cancellations

A full refund is available up to the 17th May 2019. Non-attendees will receive no refund.

## **NORMANDY ROYAL MARINE COMMANDO TROOP (REINFORCED PLATOON)**

1 RM Commando Troop Officer – Captain, Lieutenant or 2nd Lieutenant

2 RM Commando Sub-Sections

plus:

### **Headquarters**

0-1 RM Commando Major

0-1 RM Commando Medic Team

0-1 RM Commando Forward Observer (Either Artillery or Air)

### **Infantry**

0-4 Infantry Sections: RM Commando sub-sections, Regular Infantry sections (mid/late war), Inexperienced Infantry Sections, Veteran Infantry sections (late-war), Paratroop Section

0-1 RM Commando Machine gun team

0-2 RM Commando Mortar teams: 2 x light or 1 x medium

0-1 RM Commando Anti-tank team: PIAT team

0-1 RM Commando Sniper team

0-1 RM Commando Flamethrower team

### **Artillery**

0-1 gun from:

Anti-Tank Gun: QF 6-pdr, QF 17-pdr

Field Artillery: light artillery, medium artillery

### **Armoured Cars**

0-1 Armoured Car or Recce vehicle from: Daimler

Dingo, Humber Armoured Car Mk.IV, Daimler Armoured

Car, Humber Light Reconnaissance Car, Morris Light

Reconnaissance Car, Otter Light Reconnaissance Car,

Humber Scout Car, AEC Heavy Armoured Car Mk.III, M8

Greyhound, Staghound Mk.I Heavy Armoured Car, Recce Carrier

### **Tanks, Tank Destroyers, Self-propelled Artillery and Anti-aircraft Vehicles**

0-1 vehicle from: Cruiser Tank Mk.VIII Cromwell, Cruiser

Tank Mk.VIII Centaur CS, Cruiser Tank Challenger,

Churchill AVRE, M5A1 Stuart VI, Sherman V, Sherman IB

105mm howitzer, Sherman Ic Firefly, M10 Wolverine, M10

17-pdr Achilles, M7 Priest, Sexton, 3 inch Mortar Carrier,

Machine Gun Carrier, Staghound AA, Bofors AA Truck,

Polsten AA Truck, Crusader III AA Mk I & Mk II

### **Transports and Tows**

0-1 Transport vehicle per infantry unit in the Reinforced

Platoon from: Bren Carrier, 3-ton Truck, Jeep, Utility Car

0-1 Tow from: Bren Carrier, 15 cwt Truck, 30 cwt Truck,

Quad Tractor, Matador Artillery Tractor, Scammell Artillery

Tractor, Terrapin Amphibious Truck.

### **Special Rules**

RM Commando organisation: The RM Commando organisation did not fully mirror that of other British and Commonwealth forces. To represent this, the following changes are implemented:

Any specialists who were attached to the Commandos had to meet the elite unit's exacting physical requirements. All units in the selector that have been labeled as "RM Commando" (i.e. officers, medics, forward observers, sniper, MG, PIAT, flamethrower, mortar teams) MUST spend an extra 1 Point per model in the unit to be Commando qualified, giving them the 'Tough Fighters' and 'Behind Enemy Lines' special rules. Any other infantry unit in the selector do not pay the extra points or receive the advantages of Commando training.

A RM Commando Sub-Section consists of between 4 and 11 marines. Firepower was increased in the Commandos for Normandy, so up to TWO Bren or Vickers K guns can be included in each Sub-Section. In all other respects it is the same as the standard Commando Section as detailed in 'Armies of Great Britain'.

NCO and any other soldiers may have a submachine gun for +2pts each

Troop HQ consisted of 5-6 marines, therefore, any Officer may be accompanied by up to five marines rather than the normal two.

IF the Troop (Reinforced Platoon) is led by a Captain, a 2nd Lieutenant or Lieutenant may be added directly to up to two Sub-Sections as part of the unit, paying the normal points cost and conferring the normal leadership advantages. This augments the unit's NCO but does not replace him.

Commando light mortars and PIATs were operated by three men. A third marine may be added to the light mortar and PIAT at the standard 14 pts for a Commando.

A Commando sniper spotter was typically armed with an SMG. This may be added for +2 pts.