

BOLT ACTION: KOREA Release Event

This is a Bolt Action Second Edition event with forces from the Bolt Action: Korea book. The nations involved are North Korea, South Korea, China, United Nations & United States and the British Commonwealth. All games will use the rules from the Bolt Action: Korea book and all army lists will use the forces detailed in this book. The special scenario has been created for this organized event and is an additional scenario to the seventeen in the Bolt Action: Korea book.

Player Expectations

Players participating are expected to bring the following:

- Your army lists (500pts, 750pts or 1000pts games will be played during this event)
- 3 (three) 40mm objectives for the scenario
- Bolt Action second edition rulebook
- Campaign book listing rules for your force (Korea book).
- Models (Painting not required but encouraged)
- Order dice and bag
- Dice, tape measure and pin markers
- Paper and pen/pencil

Players should check with the event organiser before the event date to clarify any rules or list building requirements.



Player Conduct

The main objective of organised play is to have fun and enjoy the day. However, it is down to the store owners or the event organiser to ensure the fun and safety of all attending and apply common-sense to hostile or unsportsmanlike conduct.

Painting, Modelling, Conversions & Proxies

There is no requirement to play with painted models (other than it looks cool and of course they fight better), however the event rewards those that use entirely painted forces. Conversions must clearly represent the model from which they are representing and be easily identifiable by your opponent. Proxies are not allowed unless a model hasn't been released by Warlord Games prior to the event. If in doubt, ask the event organizer or contact the store you will be playing at.

Event Rules

The Bolt Action: Korea event is an open play event and not a tournament. Players play pick up games over the length of the event (as decided by the event organiser but typically a whole day of play) and gain activity points for each game/achievement they complete. A separate sheet is provided for the player to complete over the day and each activity point scored is signed off by the event organiser.

Event Rewards

Overall winner, 2nd overall and 3rd overall

The player with the most points over the event is the event winner and receives the 1st place certificate and nation coin of the faction they represented. 2nd place and 3rd will receive certificates but will only receive nation coins if different from the players finishing higher than them.

Nation Coins

The faction medals go to the player in each nation (North Korea, South Korea, US/UN, British Commonwealth and China) with the highest activity points total.

Participation Dice

Each participating player will receive 3 (three) limited edition order dice (Gold)



BOLT ACTION: KOREA Scenario

The Harrowing Battle: Control and Repel.

The battle for Korea was claustrophobic and every inch of ground was hard fought. The enemy must be driven off key objectives and a war of attrition could be the deciding factor of the battle.

Setup

Place 3 (three) 40mm objectives on the table, the first at the very centre of the board, the other two should be 18" up from each players right flank and 18" from the vertical centre line. Ensure any terrain is shifted slightly to allow them to lay flat on the table. Although there is terrain on the map below, you can arrange terrain how you like (or the event organiser). The battle can be played on a 6ftx4ft or 4ftx4ft table depending on force sizes and available space, this doesn't change the objective placing. Diagram below shows objective placement. Players have armies of equal size.

Deployment

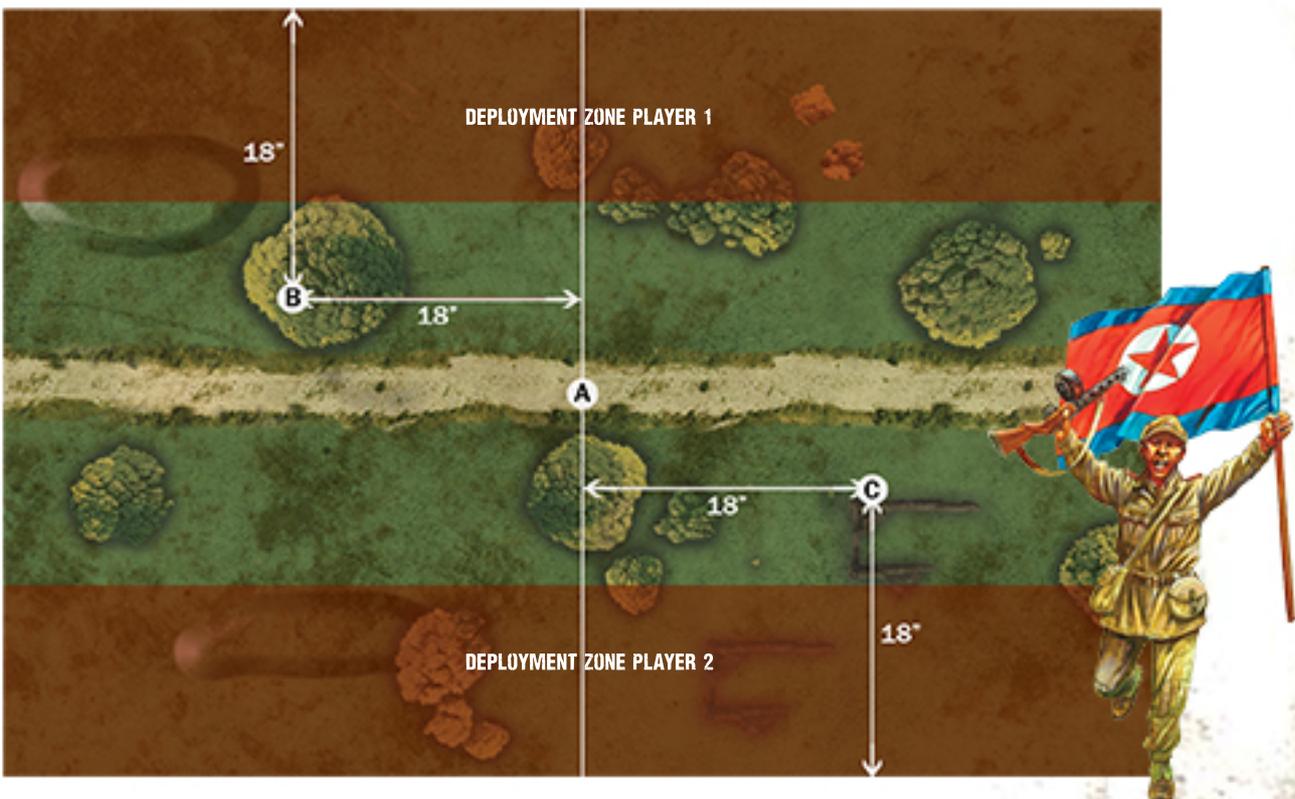
Each player has a 12" deployment zone on opposite sides of the table (long edge for 6ftx4ft). Deployment is determined by drawing order dice and placing a unit each time your dice is drawn. This continues until all units are placed. Place spotters etc after main deployment and dice off (highest dice chooses) to determine who places first.

Special Rules

Any unit (except empty transports) can control an objective by being within 1" of it at the end of the turn. Any unit (except empty transports) can contest an objective if they're within 12". These measurements are from the outside edge of the marker. Objectives do not block/obscure line of site, nor do they affect movement. The game ends at the end of turn 6.

Victory Conditions

Starting from the end of the second turn, each player gains 1 objective point for each un-contested objective they control. This continues each turn accumulating points until 1 player has 5 or more objective points and has more objective points than their opponent. At which point the win condition (control win - major victory) has been met and the game ends. If at the end of the game objective points are less than 5 or are tied, add your unit kills to your objective score to determine the winner (repel win - minor victory). If the numbers are still the same it is a stalemate (draw).



PLAYER NAME

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CHOSEN NATION

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UNLIMITED SCORING

Play a 500pt game

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1pt each

Play a 750pt game

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2pt each

Play a 1000pt game

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3pt each

Major Victory

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3pt each

Minor Victory

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2pt each

Draw

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1pt each

SCORE ONCE PER EVENT

Play with a fully painted army at least once

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3pt

Bring 3 painted/themed 40mm objectives for the scenario

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3pt

Win a game 5-0 by Major Victory

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3pt

Play a reinforced platoon

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2pt

Play with an armoured platoon

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2pt

Play against 3 different opponents

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5pt

Play against 3 different nations

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5pt

Play red v red or blue v blue

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2pt

Fubar 5 times over the day

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5pt

END OF EVENT TOTAL SCORE

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