Bolt Action: Escalation League

What is an escalation league?

An Escalation league is a league where players begin with a small starting force. Round by round you will add units, teams and vehicles to your army as the size of games escalates. This is designed for players new to the hobby, those who have been playing for a long time but want to start a new project and even those who have been playing the hobby for a long time and want to use an existing army.

This league is designed to support and inspire all areas of the hobby including building, painting and playing.

This league will semi randomly generate a pool of available units that you can use in your upcoming games. This will be known as your army roster. In the preparation of each game you will use the available units in your army.

At the end of each game you will roll for changes in your current force such as troop morale increasing or decreasing, vehicle damage effects and most importantly reinforcements to your army roster.

League Structure

The league will contain 5 rounds where you will play against a different opponent each round.

The game for round 1 will begin at 500pts and increase by 250pts each round.

Rnd 1	Rnd 2	Rnd 3	Rnd 4	Rnd 5
500	750	1000	1250	1500

The tournament will be based on a Swiss Pairings format. This will allocate your opponent to be on the closest available score to yourself. IE: after round one anyone who won a game will most likely be paired with another player who has also won a game.

Pairings will be shared by the TO at the start of a round. You and your named opponent will have 4 weeks to arrange and play your game.

All players will play the same scenario as determined by the TO.

Game results must be worked out by both players at the time of the game.

The league will be displayed on a table that will be adjusted at the end of each round once all results have been received.

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Setting up your force

First select a nation to represent. This force must be supported with an Army List in any Warlord Games Bolt Action book (Not Korea, or K47). *You may wish to see the "House Rules & F.A.Q." section in the appendix before choosing.*

First start your roster by adding one of each of the below units.

- Regular 2nd Lieutenant
- Regular Infantry Unit
- Regular Infantry Unit
- National Specialist Unit

All units must adhere to any specific rules. *See Appendix for further details.*

National Specialist Units	
Nation	**Unit***
Finland	Sniper
France	Light Howitzer
Germany	MMG
Great Britain	Bren/Pattern Carrier
Hungary	MMG
Italy	Brixia Mortar
Japan	Sniper
Partisan	Sniper
Romania	MMG
USA	Bazooka Team
USSR	Inexperienced Squad
Other Nations	Inexperienced Squad

Where a unit veterancy is not specified this will be regular.

You will then add 2 randomly determined units from the "Starting Reinforcements" table.

An Army Roster may not at any time contain more than 6 Infantry Units (not teams). Infantry units must be built at the point of purchase and cannot exceed more then 120 points. This cannot be changed until you are awarded with a refit either due to veterancy change or reinforcements tables.

For each infantry Unit / Team you may roll to see if they arrive with their own transport. On a D6 roll a result of a 5 or 6 you may select any soft skinned transport to add to your roster.

For Any towed/towable weapon you may roll to see if they arrive with their own transport. On a D6 roll a result of a 5 or 6 you may select any soft skinned tow option to add to your Army Roster. Heavy weapons that require a tow to move will add an inexperienced horse drawn limber to your roster on any result other than a 5 or 6.

Horse Drawn Limber	Inexperienced	Tow: Any. Very Soft Skinned (3+)	8pts

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Playing a Game

Pre-Game:

At the start of each round window the TO will provide players with their pairings and a scenario for the round. You will then be given 4 weeks to arrange and play your game providing all results to the TO.

Each round has a predetermined maximum points value as described in the league structure section. This will also be re-iterated by your TO. You will use any combination of the units available to you in your Army Roster to create an army list for this rounds game with the following restrictions

- You may only use Generic Reinforced platoons.
- You may have up to two separate platoons, but you must be able to fulfil the minimum requirements with separate units.
- You may use higher rank officers to fulfil the officer slot paying their normal costs.
- You may not exceed the points value for the round.
- Infantry Units must adhere to their build when purchased and may not be changed.
- Team weapons and vehicles may purchase any spotters, additional weapons, gun shields etc as per their listings. These units are not required to keep these in all future games.

On the Day:

You will play a game of Bolt Action 2nd Edition as per the scenario given for the round with the following amendments / considerations.

Setting up the game:

Set up the scenario as per the Bolt Action 2nd Edition Rulebook.

Add the Secondary Objective marker to the centre of the table. This will be a 3" diameter objective marker placed at the exact centre of your play area.

Points differences:

Speak to your opponent in relation to the total points values of each of your forces.

The player with the lower value is awarded a number of "Command Points" to be used in the game.

Command Points may be purchased at a value of 15pts each.

Command points may be spent using the below chart.

1 CP – Grant any single dice after the start of a game to be re-rolled.

2 CP - Grant any morale check (including orders to be re-rolled in full)

4 CP – Grant any one units' action full re-rolls (I.e. a unit fires 10 dice and misses with all but 3. You may opt to spend 4 CP to re-roll all 10 dice) – This cannot be used to re-roll both to hit and to kill rolls, only one or the other.

You may spend up to 4 CP in any one turn. With any re-roll you must accept the new result (even if it is worse)

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Objectives:

Each round will consist of a Primary, Secondary and Tertiary objective. Each objective comes with its own league rewards/penalties.

Primary Objective – The Primary objective is the scenario goal as described in the Bolt Action 2nd Edition rulebook. This may result in a Win & Loss or even a Draw the Objective results table below will describe the impact of each result.

Secondary Objective – The secondary objective is a 3" Diameter circular objective placed in the exact centre of your play area.

Any player in uncontested control of this objective at the end of your game has scored the secondary objective, if the objective is contested neither player has scored this. To control the objective, you must have an infantry or artillery unit within 3" of the objective and your opponent must have no infantry or artillery units within 3". Vehicles and units embarked on / towed by a transport do NOT count towards holding this objective.

Tertiary Objective – The tertiary objective in each game is any dice removed from the bag for each side for units destroyed. This includes units removed for not being on the table at the end of a game. Any player who has removed 1-4 more of their opponents' dice then they have lost is awarded the league bonus point. If the difference is 5 or more this also rewards a re-roll for your reinforcements this round.

Objective Results			
Objective	Result	Reward / Penalty	Pts
Primary	Win	Roll 2 dice for your reinforcement rolls this round. Choose either result.	3
	Loss	Roll at a -1 on your reinforcement rolls for this round	0
	Draw	N/A	1
Secondary		Add a Reinforcement re-reroll for this round.	1
Tertiary		Add a Reinforcement reroll force this round*	1

* This reinforcement re-roll is only awarded if the total difference of dice between the players is 5 or more.

At the end of each game you will roll for any roster changes – will include units progressing (or regressing) in Veterancy, vehicles being destroyed beyond repair, and your commander being promoted aswell as reinforcements to your roster.

Post Game Cleanup:

After each game there are a few steps to take to determine the lasting effects of each battle on your forces.

- Detailing and providing results
- Effects of Battle
- Reinforcements

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Detailing and Providing results:

At the end of each round calculate the objective results for each player. Keep note of these and any temporary rewards you have earned for this round.

Detail the results of who won, lost or drew each objective and message these to the TO.

Effects of Battle:

At the end of each game you will roll for the effects of that battle on your units, vehicles and officer.

At the end of each game roll a D6 for each unit in your force to see if their moral and experience improves or if it is diluted by replacements.

Morale	
1	Decrease Morale
2-5	No Change
6	Morale Increases

Morale changes will trigger a refit for your unit allowing you change the weapon loadout and volume of troops.

If a vehicle is knocked out or receives two or more superficial damage results during a game roll to see if the vehicle is damaged beyond repair. This damage does not carry over from game to game. If the vehicle is destroyed remove this from your Army Roster permanently.

Vehicle Damage	
1	Destroyed
2-6	No lasting effect

Between each game roll a D6 to check to see if your task force commander is promoted. Your officer may refuse the promotion and remain at his current rank.

Promotion	
1-4	No change
5-6	Promoted one rank

Reinforcements:

The last step to complete is to roll for your reinforcements.

At the end of each game you will roll for two new units to add to your roster from the relevant rounds available options. These can be found in the Reinforcements charts Appendix.

Rolling for reinforcement:

- Choose a unit chart i.e. Infantry, Artillery etc.
- Roll a D6.
- Apply any Modifiers and check the result(s). (1)
- If this is a Vehicle roll on the Armour Value chart. (1)
- (1) You may spend any available re-rolls at any of these steps. You must accept the new roll and cannot re-roll a re-roll.

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You may now add a unit of the relevant type to your Army Roster.

Where the experience (morale) level of this unit can vary (and is not determined in its listing on the chart) use the below tables to determine the morale level of the unit that is added to your roster.

1	inexperienced
2-5	Regular
6	Veteran

1-2	Inexperienced
3+	Regular

1-5	Regular
6	Veteran

For each infantry Unit / Team you may roll to see if they arrive with their own transport. On a D6 roll a result of a 5 or 6 you may select any soft skinned transport to add to your roster.

If you do not own the models required, cannot field the unit type you rolled* or simply dislike the roll you may trade your result for an inexperienced infantry squad, adhering to all the standard requirements. Where your nation does not have an inexperienced unit use the below amendments to the detailed squad for your nation. All other purchasable items remain the same.

*If it is physically impossible for your army to field a specific AV for the vehicle type rolled first -1AV to the value rolled and check for an available option.. If there is still not an available option you may then check at +1AV to the value rolled. (THIS MUST NOT EXCEED THE ROUNDS MAXIMUM AV)

If you are still unable to select a unit of the given type due to your armies limitations you must select an inexperienced infantry unit.

If you wish to use a unit or vehicle from an alternative book that does not specify it can be used in a generic selector please ask the TO and this will be decided on a case by case basis.

Finnish:

Winter War Squad	35pts NCO & 4 Inexperienced Riflemen	7pts per additional man

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