



“BOTH ENDS AT ONCE!”

Celebrate the Anniversary of D-day by working as
A team and capture some bridges!



This is the rules pack for the Bolt Action: “Both Ends At Once” event at Battlefield Hobbies in the UK, where there will be a full weekend of glorious armies and hardened generals fighting it out, Axis Vs Allies!

All nations and armies are welcome to try their hand at Coup de Main’s, Holding and Counterattacking, Destroying and Repairing; bridges across a number of themed tables and battles from across the war with game modes bingo cards and titles inspired by a certain war movie all about bridges. Day one will see Allies attacking with Axis counterattacking on Day two

As with all Dice of Lead & Steel (DLS) events, this event is encouraged to be as casual and fun for all involved as much as possible with maximum incentive for any event theme. Yes it’s a tournament “style”, but everyone is encouraged to help each other with rules mistakes and queries to make for a fantastic day of toy soldiers. It’s not a high stakes Grand Tournament, and the real prizes are the friends we make along the way as well as a chance to get a slot reserved for a DLS Invitational Event!

When: Saturday 6th – Sunday 7th June 2026 (arrive between 8:30 - 8:45 both days)

Where: The Old Boatyard South March, Daventry NN11 4PH

Cost: £40 (sold as Axis or Allies, please ask which you would like “before” you send payment to check team availability!) Please pay using [PayPal](#) as **Friends and Family** directly to DLSWargaming@outlook.com and keep a screenshot or the email confirmation, we will use that for refunds if needed (We ask F&F as that allows for more flexibility with any refunds, funds for prizes and brand growth which means, more and bigger events)

Please add the name and date of the Bolt Action event in the PayPal Payment notes as we run lots of different events. If purchasing multiple tickets (more than one person), Clearly name all the people in the notes aswell.

Armies and Restrictions:

All nations and themes are permitted with only the following restrictions for list building:

- 1250 Points and 16 Order Dice Cap
- No Duplicate Platoons of any kind.
- No Named Characters or Scenario Units
- All armies are to follow a theme / theatre of operations, lists that are clearly just “min maxing” are not permitted.
- If your army has a theme of say; all Airborne etc, then all teams *MUST* be of the same experience level and have any optional special rules to match. Inexperienced Light Mortar teams in a Veteran SS army are simply unallowed. Inexperienced Teams and officers are not permitted unless the whole army is themed e.g. *Partizans / Hitler Youth*
- Warplanes! as units are allowed for all players, these replace Forward Air Observer units and use the Bolt Action V3 Warplanes! Rules (DLS Update) Please ask for a copy if you want to see / use them. (Please note on your list and during submission if you’re bringing one, what one it is, and its points cost.
- Airlanding Rules are in full force! and encouraged / requested for those who are bringing the relevant themed lists!
- No Named Characters or Special Scenario only units, only use units from your army book or core rulebook.
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All lists will be checked prior to the event by the TO who reserves the right to deny any list that they feel is “un-sporting”, this is only to ensure a fair balance for any newer players to have as much of a good time as the more experienced ones, it is also understood that some factions / forces require certain selectors or units. Although rare, please speak to the TO for any queries

Army List Submission:

It is recommended and asked that all players use their preferred method for list building, be that the official app, or pen and paper and the simply, and then printing and or sending as a PDF to the following Email Address with “Both Ends At Once” and your name in the subject: DLSWargaming@outlook.com

Once submitted you will get a confirmation on if your list is okay and welcome or if any minor changes need to be made. Please also include any questions that you may have. Lists will be locked 1 week before at midnight (00:01) May 30th, after that, what you have submitted is what you use.

What You Should Be Bringing:

- Correct Number Of Order Dice (2 sets of colours recommended but not required).
- Dice (D6s) + Tape Measure In Inches and Up-to-date relevant Army and Rulebooks (Including FAQ's/Errata).
- Several 25mm / 2p Coin Size Markers (Objectives, 5 minimum)
- Tray For Army Transport During The Day (Highly recommended for moving between tables and games).
- A Gentleman's (or Lady's) Attitude To Great Day Of Toy War!
- Your Miniatures. Painted is required but doesn't have to be perfect, a simple colour scheme and some basing will be more than adequate.
- Kit bashes and conversions are allowed! However everything must be WYSIWYG is (what you see is what you get). Please get in touch with us if you have kit-bashes or conversions so that we can approve them beforehand.

Event Structure and Player Pairings:

There will be 3 games on Saturday and 2 games on the Sunday, Allies players will be Attackers games 1 and 2, game 3 will be a standard engagement, and then Axis will be Attackers game 4 and 5.

Each game will be played Axis vs Allies all weekend, with Round 1 seeing players with matching themes (or close too) on relevant tables (Japanese vs British on the Jungle table for example) although this is not always 100% possible due to what people choose to bring, we like to make the effort on at least the first round for a narrative game right out the gate.

Game Modes:

Below are the game modes for the Weekend and follow all the rules from Page 164 in the Rulebook for deployment and scoring for the assigned scenarios. Allies are Attackers by default Games 1+2; Axis are Attackers by default Games 4+5. These games are pre-generated are played in the order they appear below with some exceptions and special rules:

Game 1: "THIS IS A STORY YOU WILL TELL YOUR GRAND-CHILDREN, AND MIGHTILY BORED THEY'LL BE.."

Objective: Envelopment (Page 176)

Deployment: As Per Scenario, **No** units may be deployed Hidden, Infiltrators only for Axis (own table half).

Special Rules: Do not roll for the Prep Bombardment, it is automatically going to happen and replace the single hit with a 1" HE Template if a 6 is rolled! (do not roll for the additional D2 Pins, units hit cannot choose to go down).

Game 2: "I'VE GOT NOTHING ELSE PLANNED FOR THIS AFTERNOON."

Objective: Point Defence (Page 178)

Deployment: As Per Scenario, Outflank is allowed for Allies, but from no further than 18" away from their own long board edge (18" up the sides basically), Allies Infiltrators are allowed but **only** in their own table half.

Special Rules: When you roll for the Prep Bombardment, it's a 3+, not a 2+.

Game 3: "IM AWFULY SORRY, BUT IM AFRAID WE'RE GOING TO HAVE TO OCCUPY YOUR HOUSE..."

Objective: Land Grab! (Page 179)

Deployment Zones: Quarters (As Per Scenario)

Deployment Type: As Per Scenario

Special Rule: Players DO NOT get their Preparatory Bombardment (Unless earned by team Bridge Objectives last round)

Game 4: "NOT A VERY SHATISHFACTORY SHTATE OF AFAIRSH!"

Objective: Key positions (Page 164)

Deployment Zones: Long Edges

Deployment Type: Defender, (Allies) - Meeting Engagement, Attackers (Axis) - Prepared Positions

Special Rule: Number of Objectives is automatically 5, spread as evenly as possible between table halves and distance from table edges (i.e. 2 in one half, 2 in the other and one in the middle placed in narrative and "realistic" locations).

Game 5: "HAIL MARY, FULL OF GRACE!"

Objective: Point Defence (Page 176)

Deployment: As Per Scenario, **No** units may be deployed Hidden, Infiltrators only for Axis (own table half).

Special Rules: Prep Bombardment, replace the single hit with a 1" HE Template if a 6 is rolled!

Outflank is allowed for Axis, but from no further than 18" away from their own long board edge (As per Round 2).

Personal Tournament Scoring:

Once the victor of the game has been determined (as per scenario rules) the following system will be used for scoring. **Win / 3, Draw / 1, Loss / 0**, Every table will have a Secondary Objective worth **1** additional Point which must not be moved. Meaning that every game, even if you lose, there is always ways to climb the scoreboard or hamper opponents! Any ties in tournament placings will be settled using Kill Points (removed enemy Order Dice).

Players who have Fully Painted Armies and if the TOs also feel fits the Theme of the event, will earn 1 Tournament Point , giving all players bonus points for great and narrative armies for themselves and their team! This is to encourage players through their piles of shame and make for some amazing pictures and a slightly experience!

Time Keeping!

Whist we absolutely do not expect each and every game to finish fully in the allotted time, the TOs **WILL** also be monitoring play speeds, and any slow play from players (deliberate or otherwise), or games that expire on time before an acceptable chunk of the game has been played will be noted and may have additional adverse effects to your score, this is purely to make sure the experience is fun and fair for all involved and everyone gets to play full games and gets their paid value, we know some players are new and inexperienced, and this is absolutely fine and will be taken into account.

Just imagine you're on the clock with 2 minutes max per activation, and that gives plenty of time to finish games! (nothing worse than paying money to watch people think and say "ummm" a lot!). and on that note, **please!** familiarise yourself with the game modes above for each round. This will make set up go so much faster and more time playing Bolt Action!

Timetable Of The Weekend:

Here is a rough outline and timetable of the day. But please treat these as approximates! and allow for some deviation due to unforeseen events that may occur during the day. The TO will also call out times throughout the day aswell.

Day One:

- | | |
|-------------------------|----------------|
| - Registration / Brief: | 08:45 – 09:00 |
| - Game 1: | 09:15 – 11:45 |
| - Lunch Break: | 11:45 – 12:30* |
| - Game 2: | 12:30 – 15:00 |
| - Break: | 15:00 – 15:15* |
| - Game 3: | 15:15 – 17:45 |

Day Two:

- | | |
|-------------------------|----------------|
| - Registration / Brief: | 08:45 – 09:00 |
| - Game 4: | 09:15 – 11:45 |
| - Lunch Break: | 11:45 – 12:45* |
| - Game 5: | 12:45 – 15:15 |
| - Awards / Debrief | 15:15 – 15:30 |

Please note

Game timers will be starting AT the designated times! (or as close to)

It is emphasised that players are at their assigned tables and ready to go due to the time constraints of the day.

Table listings will be posted on the monitor at the front, and on the WhatsApp Group.

This is to make sure full games are played and maximum dice rolling opportunities!

Tournament Special Rules:

The following Rules are being imposed upon the entire tournament.

- Some tables will have designated "Sides" for Allies and Axis, if you play on any of these, Ignore the roll off for choosing table / deployment sides, for quarters you still roll off but only chose one of the quarters on your side.
- Rounds 1 & 2, Allies players automatically count as being the Attacker, Rounds 4 & 5, Axis players are the Attacker.
- Every table will have a Secondary Objective worth **1** Point which are the center of the bridges themselves! These Secondaries are not "sticky" and are lost as soon as an enemy model is within range of it or is destroyed, regardless if your units are also in range!
- You must be the only player with models in range, and the bridge intact when the game ends!
- Vehicles CAN contest *Secondary* objectives like normal units, Empty "soft skin" transports cannot
- Any ties in tournament placings will be settled using kill points (how many order dice you have destroyed).

THE BRIDGES!

As the name of the event implies, it really is all a question of bridges, players must take and hold them, and each bridge captured or destroyed by players across the whole event and teams will have dramatic effects to your team's score, as well as in-game consequences that will affect every player! As fun as it is to blow every bridge you see, your team will suffer, lose points and will be hit with penalties for doing so! (so think wisely before you hit that plunger!)

Every Board will have a bridge of some description in the table, with a "Capture Point (CP)" This will also be the Secondary Objective that was mentioned earlier and follow all the same rules, with the following additions.

Whilst a "CP" is "Contested" Defenders **cannot**, destroy the bridge using a *Detonator*, and must remove all enemies from it in order to be able to blow it up.

Destroying the Bridges

To destroy a bridge via *Detonator*, "Defending" players must declare that they are doing so, at the start of any turn before a dice is drawn from the bag, and **Before** any "at start of the turn" effects such as Intelligence Officers or Artillery Observers. (in non attacker/defender scenarios, the player currently controlling the "CP" will count as the bridge Defender)

Once this has been declared, roll a D6, on the roll of a 6, the Defender will shout "**BOOM!!**" And the bridge is destroyed! (Place a suitable marker to denote this), if a 6 is not rolled, roll again just before the next order dice is pulled from the bag but with a +1 modifier each time, until the bridge is either Blown, or a natural 1 is rolled. If a natural 1 is rolled the bridge cannot be destroyed this game (by this method)

Any unit or model on the bridge or within 4" of the "CP" when it is destroyed is immediately removed from the game and counts as destroyed! (Warplanes are unaffected)

Bridges can also be destroyed by large HE Damage! If a unit on the bridge is hit, by a 3" or 4" template, so long as the centre of the template is within 3" of the "CP" there is a chance the bridge can be destroyed, On the roll of a 6 for a 3" template, or a 5+ for 4" template, destroy the bridge as explained above.

Bridges themselves can be targeted just like any other unit by 3" or 4" HE, however, the to-hit roll cannot be any easier than a 5+, Indirect ranging-in included.

Destroyed bridges become completely impassable with certain units being able to cross depending on what stage of repair it is at listed below. (use a D6 to mark what stage, if any) **This remains in place for players in the next round!**

Repairing the Bridges

Units of Engineers (Engineer rule, 3 or more models) can attempt to repair any bridge they are in contact and with at least half the unit, to do this they must make / pass a Rally order, doing so will repair the bridge one level of 3 stages, with each subsequent passed test advancing it up one further, Multiple engineer units are able to repair the bridge in the same turn!

Engineer units ending the game in contact with the bridge will fully repair it automatically, as long as the controlling player ends with a win or a draw, a loss will have no effect! (as long as unit of Engineers is able to make repairs as normal).

Stage 0: "Bridge Destroyed!"

Stage 1: Infantry may advance over the bridge.

Stage 2: Infantry and Artillery may run across the bridge and soft skin vehicles may advance across.

Stage 3: "Bridge Intact!" Bridge is fully restored (All units may use the bridge as normal)

Bridges and Scoring

It is important to remember that the Secondary Objective and the Bridge's "CP" (Capture Point) are the same thing, and a destroyed bridge is worth nothing to anyone!

If a defender destroys a bridge, their personal event score will immediately be reduced by a single point, which by extension will also affect their team and can take players into negatives! However, if the bridge is fully repaired / intact *and* the defender holds the "CP" before the end of the game, this scoring modification rule will have no effect. So if you repair a bridge as an attacker after your opponent blew it in the same game, make sure you secure and hold it! In order to gain the Secondary Point for event scoring, the bridge **must** be at least in stage 2 **before** the end of the game.

“This is a bottom to top operation, if any one part fails its total failure for us all...”

Bridges remain in the state they are in at the end of the game for the next players to use that table in the next round! This means that not only will the following “Campaign Scores” be affected, but your teammates may also have an even harder time in their next game because of you!

Bonuses per round will be conferred to each team based on the collective result across all the tables regarding the status of the bridges as denoted below for the next round. (Effects are NOT Cumulative). The Bridges must be intact to qualify.

Attackers:

- Capture less than 3 = Units suffer a -1 morale to arrive from reserve, any unit in first wave must pass an order test with -1.
- Capture less than 6 = Cannot use ANY Outflank or Infiltrator, or Pre Game moves / deployment rules.
- Capture more the 6 = Gain a Preparatory Bombardment, if scenario already has one, do not roll, it automatically comes in.
- Capture more than 9 = One previously destroyed unit may be returned to the battle, return its dice to the bag in any turn after the one it was destroyed in and treat it as a unit in “First Wave”.

Defenders:

- Hold less than 3 = Units suffer a -1 morale to arrive from reserve, any unit in first wave must pass an order test with -1.
- Hold less than 6 = Cannot use ANY Outflank or Infiltrator rules.
- Hold more than 6 = Gain a Preparatory Bombardment, if scenario already has one, do not roll, it automatically comes in.
- Hold more than 9 = One previously destroyed unit may be returned to the battle, return its dice to the bag in any turn after the one it was destroyed in and treat it as a unit in “First Wave”

These means that capturing or destroying bridges will not only affect your personal scores but will also both help your team and hinder your opponents in future games, so make sure you co-ordinate with your fellow generals.

The TO’s “may”, at their discretion, also add in secret / unlisted effects between each round depending on how the last round went or exceptional performances etc. Nothing might happen at all, but then again something might. The fog of war is real, so beware!

There will also be a free Warplane for both teams given to a single player, Allies will have a “Regular Spitfire”, and the Axis will have a “Veteran Messerschmitt”. One per team, per round, The TO will roll a dice to see which table gets plane.

Event Campaign Scoring

At the end of the event, each Players personal score will be added together with the other members of their team to create an overall total score for the team, and contribute to the final, combined victory! With awards being given for the top 3 podium spots on each team separately.

Awards:

The Event will be using our tournament scoring system with certificates for all the awards below at end of the day given and some with prizes for the following categories:

- 1st Place Allies / Axis
- 2nd Place Allies / Axis
- 3rd Place Allies / Axis
- Best Painted Army (As Chosen By Player Vote On Day 2 Lunch Break)
- BOHICA (Last Place Overall)
- Player’s Player Award (Voted for by the Players)

Players will also be given a “Bridge Too Far” themed bingo card for them to complete over the weekend. The First few players to complete it will earn a bonus little spot prize for their efforts!

Prize Support will be supplied by Warlord games and ourselves depending on player count allowing us to purchase more, but it should be know that DLS prioritises what prizes we have to community and sportsmanship award first.

If you have anything you’d like to donate or sponsor then just get in touch.

Spot Prize Bingo Card!	
<i>Tick these off if you meet the requirements and by being first in your game each round!</i>	
"I Didn't Ask You How He Was, I Asked You Where He Was.."	First to Kill Enemy Rifle Platoon Leader
"Get That Wreck Off The Road!"	First to Destroy an Armoured Vehicle
"Christ Almighty, They've Got Around Behind Us..."	Shoot at an Enemy in the Rear Arc or from behind (closer to their board edge)
"Come on Ginger, Mate!"	First to pass an Orders test with double 1s
"God Bless Field-Marshal Montgomery"	First to fail an Orders test on double 6s

Tournament / Event Etiquette Rules:

The following Rules are being imposed upon the entire event in the interest of good experience for all involved for a well-rounded and overall good time with minimal "Feels Bad" moments for new players.

- Play with intent, describe what you are doing with your unit each time they activate and narrate your rules and dice rolls as you go. This helps avoid any confusion as well aids both yourself and your opponent in understanding units rules as well as eliminating situations like "1mm of your base in the terrain so I can see you" when the player intended to remain out of Line of sight etc. and other feels bad moments. This is not a "High Stakes GT"!
- Do not hold or play with the Order Dice bag while your opponent is moving miniatures or otherwise not looking.
- Discuss with your opponent before the game ALL terrain and what it represents keeping it as simple as possible.
- If a range is like a few millimetres out, then it is encouraged and recommended that it counts as "IN". Miniatures and terrain get knocked from time to time. Just be a good sportsman, Bullets / lasers also don't just stop in mid-air.
- Always check the rulebook first, TOs will tell you to do that first in any case and are there to solve interpretations.
- Please make sure that after your game you put any and ALL knocked terrain back to how you found it ready for the players that come after you.
- We are all here to play war dollies, roll dice and have a good time, and we should all treat each other as such. ANY, and I mean ANY disrespect to other players, event organisers, cheating, excessive foul mouth or blatant toxic behaviour will result in you forfeiting your game or at worst, dismissal from the event entirely. We have not yet had to do this at **any** of our events, do not be the first!
- The State of the game as of 30/05/26 is what you will play. Rule or Profile changes after this date will not be used.

DLS WhatsApp Community / Event QR Code:

<https://chat.whatsapp.com/DsRX8PSYQxNlfhVk3eDiLP>

The provided QR Code and link above takes you to the DLS WhatsApp community, in there will be the Group Called "Bolt Action Teams Event" which will have the Game modes and what Tables you are playing on as well as other announcements throughout the day! Including votes for best painted! This group is already live, and you can join this now even if you don't have a ticket yet to stay up to date as well as register your interest in the event before purchasing your ticket.

*How to join, Click the Link, Scan the QR code in this pack, on the table numbers or TOs Lanyard, and join the "Bolt Action Teams Event" Group

Additional Notes:

- Please Speak to Battlefield Hobbies directly if you have any queries or issues regarding the venue.
- Lunch is **not** going to be provided so please bring your own provisions for the day, although the shop does sell snacks onsite which is recommended you use. As well as fast food places a very short drive / deliverable.
- THERE IS A RAFFLE! over the day for players will be able to win some goodies & prizes which will be revealed on the day and depending on the number of tickets sold, we may draw multiple times!
£2 per Single ticket £5 per – Strip of 5 so bring some change!! All proceeds support the brand in buying more terrain for our renown good looking tables as growing the brand in general, so support us if you can!

A Massive thank you to Battlefield Hobbies for allowing us to run this event on their behalf as well as Warlord Games for their support and of course to all of you as players and supports of what we at DLS do and we look forward to many more events in the future!

"We Wish You Good Fortune In The Wars To Come"

The Dice of Lead & Steel Wargaming Team.

DLSWargaming@outlook.com

