

Brew-Ha for HOOAH is a semi-competitive Bolt Action tournament with emphasis being placed on hobby and fun. The main reason for this event is to raise money for a well deserving cause – HOOAH Wisconsin.

Requirements

Players should arrive at the event with:

- Enough D6 dice
- Order Dice
- Pin Markers
- Templates
- Tape Measure
- Relevant Army Book
- Models
- 3 copies of your army list
- Bolt Action 3rd Edition Rulebook

Army Composition

- Your army will be limited to 1155 points with an Order Dice limit of 14. Please remember, this is not a limit to the number of units taken in your list. This is only the maximum number of Order Dice in the bag for each side.
- Units for your list may only be from the nation's 3rd Edition "Armies of" Book or the minor nations PDF. Units from previous campaign books and the Bolt Action Compendium are not allowed.
- No experimental rules/units or War Correspondents can be selected.
- No Bolt Action Korea
- All books and FAQ/Errata are allowed if published before February 20th, 2026.

Submission of Army Lists

- All lists are to be submitted by February 23rd, 2026.
- Easy Army or the Warlord App list builder are the preferred tools for list building and submission.
- Please submit your list in PDF format with your full name listed as the file name.
- Lists can be emailed to spedtke122@gmail.com

Modeling & Painting Requirements

- Models should be 28mm in scale
- There is no painting requirement for your models, but painted models are encouraged.
- Correct weapon type on infantry is mandatory.
- In cases of proxies, please make sure that the TO has approved and your opponent is aware of what the proxy counts as before the game begins.

Tournament Schedule

- Games are to be 2 hours and 15 minutes.
- There will be notice given every 30 minutes throughout the game.
- A 10-minute warning will be given, and players will not start another turn once that warning has been given.
- Once the end of the game has been called, no further Order Dice are to be pulled, and no dice rolled. ***The game has ended at this point.***
- If the current turn has not been completed, end of round conditions (i.e. empty transports near enemy units) will NOT be factored.

- Game results must be submitted to the TO after each game.

9:00 am – 9:45 am: Sign In

10:00 am – 12:15 am: Game 1

12:15 – 1:00 pm: Lunch

1:00 pm – 3:15 pm: Game 2

3:15 pm – 3:30 pm: Break

3:30 pm – 5:45 pm: Game 3

6:00 pm: Awards

- First round pairings will be random. 2nd and 3rd round pairings will be done based on “Swiss style tournament”.

Tournament Rules

- The Order Dice Limit (ODL) is set at 14. This is not a limit of the number of units in your army list. Please see page 308 of the main rulebook for further explanation.
- Each scenario will cover the win conditions, either with victory points or objectives. The scoring will be as follows:

Major Victory = 20 Tournament Points

Minor Victory = 15 Tournament Points

Draw = 10 Tournament Points

Minor Loss = 5 Tournament Points

Major Loss = 0 Tournament Points

- After 3 games, the player with the highest Tournament Points (TP) will be declared the winner.

- If players have identical TP at the end of 3 games, the winner will be decided by the player with highest number of casualty points.

1 Casualty Point = 1 Order Dice won 10 Casualty Points = 1 TP

- Casualty Points are cumulative and roll over to the next game.
- If players remain tied after casualty points are used; the player with the fewest Order Dice lost among the 3 games will be used to determine the winner.

- If a rules question / dispute arises, please follow the listed steps below:

- Check the Rulebook
- Check the relevant FAQ/Errata
- Ask the TO for a ruling

- If you believe your opponent is intentionally playing slow, please address this with your opponent first. If the slow play continues, ask for the TO.

If you have any questions, please contact the TO:
spedtke122@gmail.com