

The Down Order Podcast presents...



A Bolt Action Campaign Day and Team Event

Event Pack

Key Information

Venue: Sanctuary Gaming Centre, Sutton in Ashfield, NG174GP
[10 minutes from J28 on the M1]

Date: Sunday 24th April 2016

Timings:

8:00-9:00 Registration and initial team coordination

9:00-9:15 Briefing 1

9:15-11:15 Game 1

11:15-11:30 Briefing 2

11:30-1:30 Game 2

1:30-2:30 Lunch

2:30-2:45 Briefing 3

2:45-4:45 Game 3

5:00 Awards

Entry: Please contact me on Facebook (Sam DownOrder) or via enrichsalaams@gmail.com to confirm a place before sending payment. We require equal Axis and Allied numbers, as well as a good mix of forces.

Cost: £12 via Paypal to enrichsalaams@gmail.com (please choose 'gift' option and enclose your name – all funds go towards booking the venue, buying prizes and investing in more terrain for this and future events)

List submission: to the above address, by the 10th April, with your choice of theatre selector clearly stated. If there are any questions, please don't hesitate to contact me beforehand.

Concept

- A campaign day representing an overview of the conflict in the Mediterranean between 1940 and 1943, from Libya and Crete, to Tunisia and Sicily.
- Axis Vs Allies, each with a commander who chooses matchups between rounds and coordinates team strategy on the day. The commanders are each at risk of being replaced if they do not succeed... (see *Commander Special Rules*)

- Three games:
 - 1) Axis attacking
 - 2) Pitched battle
 - 3) Allies attacking
- Tables are set up for specific missions, so the table you end up on determines the mission you play.
- Points – 3/1/0 for win/draw/loss with an extra point available for a Secondary Objective on each table. A running total will be kept for each team. There will also be a points penalty for the team that loses the most units overall.
- Individual prizes at the end will reward thematic armies, painting, sportsmanship and heroism throughout the day!



Forces/Lists

- 1250 points, 1-2 Infantry Platoons OR 1-2 Armoured Platoons
- Theatre Selectors - all forces must be constructed using one of the following theatre selectors (armoured platoons must also only use units from one selector):

Britain/Commonwealth: *Raiders!, East Africa, Operation Compass, Behind Enemy Lines, Operation Lightfoot, Tunisia, The Indian Army (Duel in the Sun)*

Germany: *Rommel Triumphant, Operation Mercury, Rommel's Defeat, German Fallschirmjager (Duel in the Sun), The Herman Goring Division (Duel in the Sun)*

In addition: *Any German force may take an additional AT gun per platoon.*

Italy: *The War in Africa, The Defence of Sicily*

France: *The Defence of Vichy, 1st Free French Brigade (BAA PDF)*

US: *Operation Torch, Kasserine Pass, El Guettar, Rommel's Defeat, Operation Husky*

Partisans (Crete): *Resistance 1939-41*

- Units from Theatre Books and Additional Units PDF are allowed (if they can be taken in one of the selectors above); Warplanes are allowed; Special Characters are not.
- Airborne Infantry Platoons may use the Combat Jump rules.
- In the unlikely event that a list is deemed 'overpowered', a player may be politely asked to rethink it (multiples of: flamethrowers, observers, big howitzers, cavalry, etc).
- Armoured Platoons should have enough infantry support to take objectives; while Infantry Platoons should include sufficient AT assets to deal with enemy armour.

House Rules

In a bid to encourage some historical choices that are sometimes neglected from Bolt Action events (namely LMGs, MMGs and fixed AT guns), I have included the following rules changes:

- All infantry LMGs fire one extra shot; MMGs fire two extra shots (infantry LMG = 4 dice, infantry MMG = 6). Hitler's Buzzsaw adds another dice for the Germans.
- Fixed weapons (excluding howitzers, mortars and multi-launchers) may be given an Advance order to pivot up to 90°, then fire with a -1 penalty.
- Owing to the limitations of early-war German lists (no assault rifles, panzerfausts, tough fighters, etc) we will allow the Hitler's Buzzsaw rule to also apply to vehicle-mounted MGs (so a German vehicle MMG = 5 shots).

Scenarios/tables

There will be a mixture of sparse and dense terrain across the tables, each with a set mission for the event. The exact scenarios will be confirmed closer to the day, but will likely contain a mix of Rulebook, Theatre Book and BA Alliance missions. Plan to be mobile and to be able to attack *and* defend!

Victory

3/1/0 Tournament Points awarded for a win/draw/loss in each round, as well as 1TP awarded for a secondary objective on each table (claimed in the same way as Point Defence objectives). Players will record the number of units they have lost in each game. At the end of the three rounds, the team that has lost the most units during the course of the event will suffer - 5 TPs, representing an overall attrition cost. The team with the highest TP total after three games will win.

Prizes will be awarded for the following:

- Best Army/Painted/Opponent (and more TBC)

Matchups

Round 1 –Allies choose tables to defend, Axis attack

- For the first round, the Allied commander nominates a player from his side and chooses a table on which they must defend. The Axis commander then responds by choosing an army from his side to attack on that table. Commanders may obviously nominate themselves.
- This continues until all matchups have been determined for the first round. For some missions there are technically no attackers or defenders, but the matchups are still decided in the same way.

Round 2 – pitched battle

- For this game, a pitched-battle type mission (TBC) will be played by all players, across each table.
- In this round the commanders alternate in choosing tables and opponents. Whichever side is winning after the first round has gained the initiative. Their commander may choose to pick first or second.

Round 3 – Axis choose tables to defend, Allies attack

- The third round works just as the first, but the Axis are defending.

Commander Special Rules

- *Orders from High Command...* - After each round, the commander of the *losing* side must be replaced by another member of his team! The new Commander will be the player who scored the most VPs in the preceding round. The new commander takes over duties for choosing matchups and other Commander Special Rules.
- *High Priority* – at some during the day, before a round begins and before the matchups for that round are decided, each side **MUST** designate one game to be the *High Priority Mission* for the day. Their commander writes this down secretly and shares it with his players and the TO. Whichever side wins on this table will receive double TPs.

Note: there may be other, small changes to the format.