

A (Cam)Bridge Too Far 2016 Tournament pack v1.4

Contents

Page 1-5: Tournament details

Page 6-7: Sponsors

Page 8-15: Scenarios and Errata/FAQ

How to enter

Tickets can be purchased via PayPal on our website at www.2d6lodge.co.uk/acambridgetoofar. If you are unable to use PayPal to purchase a ticket, please contact us on Facebook or email to work out another way.

Tickets cost £13.00.

There are 52 spaces (with the possibility of more to be opened up).

Anyone interested once the tickets have sold out can be placed on a reserve list. If you wish to be placed on the reserve list, please email your name and contact telephone number to the email address below. The reserve list is first come first served. Reserves are also required to submit their army lists by the deadline date.

All money taken will go towards hall hire, trophies/prizes, PayPal fees, table building and what is left goes towards the 2D6 Lodge club to help support it.

Cancellations

Please inform us as soon as possible if you are unable to make it to the event. Due to the hall hire, tickets cannot be refunded unless a reserve from the reserve list or someone chosen by yourself can take your place, in which case your ticket minus PayPal fees will be refunded.

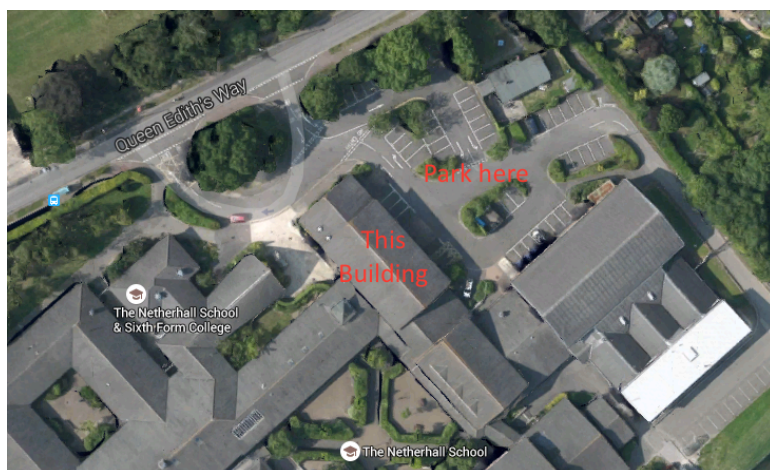
Contact

Email - 2d6lodge@gmail.com

Facebook - www.facebook.com/acambridgetoofar

Venue

The Tournament will take place at
The Netherhall School & Sixth Form College
Queen Ediths Way,
Cambridge,
CB1 8NN,
United Kingdom



There is plenty of parking for cars on site, although where possible please car pool.

If you are coming via train, the bus can be caught from outside of the train station and a day ticket will cost around £5.00. You will need to catch the Citi1 to Cherry Hinton and there is a stop right outside the school. It is around a 15-25 minute journey from the station to the school. Buses are every 15-30 minutes depending on time of day.

There is a Tesco Extra 5-10-minutes drive away (CB1 9BF)

There are soft drinks, hot drinks and snack vending machine on site.

Eating of snacks and bottled drinks is permitted in the hall, but no cans or smelly food.

Smoking is not permitted anywhere on the school site, if you wish to smoke you must stand outside the school boundary (it's only a 30-second walk from the hall).

For those staying overnight, there are hotels and B&Bs near by.

Timetable and date

The event will take place on **Saturday 12th March 2016.**

08:30	- Doors open/registration
09:00	- Player safety and event briefing
09:15 – 11:30	- Game 1
11:30 – 12:00	- Lunch
12:00 – 14:15	- Game 2
14:15 – 14:45	- Break
14:45 – 17:00	- Game 3
17:00	- Pack away and finalise results
17:30	- Awards
Evening	- We're going for a Chinese at the Wok & Grill buffet (not included in price) afterwards for all those interested in joining us! There's free parking there and it's on the way out of Cambridge for all those driving.

Required items

- Bolt Action rulebook and relevant army/supplement book/PDF.
- Your army, Painted to a reasonable tournament standard (3 colours minimum).
- Dice, tape measure, pin markers and order dice (two colours recommended but not necessary).
- Two copies of your army list, clearly readable.
- Three objectives with a diameter of 25mm.
- A pen or pencil.
- Game record sheet (this will be provided to you at registration).

Suggested items

- A copy of this tournament pack.
- Latest version of the errata/FAQ.
- Counters, smoke markets, etc.
- A quick reference sheet.
- Drinks, food and snacks.
- A tray to put your army on.

Army selection

- Up to 1000 points
- Armies to be chosen from any armies of book. Additional units from supplement books can be chosen as long as they have a generic selector. Any additional unit/army PDFs released by Warlord can also be used as long as they have a selector. Royal Marine Commandos and fallschirmjäger army lists can be chosen, **but must use the reinforced platoon selector**. Please see errata and FAQ within this pack for the supplement books, as Warlord does not provide this in their own FAQ/Errata.
- Reinforced platoon selectors to be used (no theatre selectors).
- Army can be made up of up to two reinforced infantry platoon selectors **OR** one armoured platoon selector from the Tank War book.
- Up to one infantry flamethrower **OR** vehicle flamethrower per army. This may not be mounted on a recce vehicle.
- Standard air observer rules or warplanes, but may not take both in one army.
- No “special” characters or war correspondents.

Legal army lists must be submitted to 2d6lodge@gmail.com by midnight on Friday 26th February 2016. We would recommend submitting your list prior to this date, as if your list is found illegal or unsporting you may miss the deadline.

We recommend using either easy army or quartermaster to submit lists.

We will try to publish all army lists to view prior to the event, but only once all lists have been submitted.

Awards

- **A (Cam)Bridge Too Far champion** – Awarded to the highest scoring player of the day (could be allies, axis or minor powers).
- **Best Allies general** – Awarded to the highest placed army chosen from the Armies of United states, Armies of Great Britain or Armies of Soviet Union books.
- **Best Axis general** – Awarded to the highest placed army chosen from the Armies of Germany or Armies of Imperial Japan books.
- **Best minor power general** - Awarded to the highest placed army chosen from the Armies of France and the allies, Armies of Italy and the axis, the Germany strikes! Supplement, the Empires In Flames supplement or Thailand PDF).
- **Best club/team** – Top two scoring players from each club/team will have their points added together. The highest score will be awarded best club.
- **Best historically themed army** – Awarded to the best historically themed army, as chosen by event organisers. When submitting your army, please explain what your army is based on and reasons for choosing the units you have.

- **Best-painted army** – Awarded to the best-painted army as chosen by the event organisers and a special guest.
- **Best sportsmanship** – Awarded to the player scoring the highest sportsmanship score. After each game you will be asked to rank your opponent on a scale of 1 to 3. 1 being not sporting at all, 2 being a normal game and 3 being very sporting. Tournament organisers will choose in the event of a tie. Please note that you are scoring the player and not their army list or the result of the game.
- **SNAFU award** – Awarded to the player who comes bottom of the tournament table (could be either Axis, Allies or minor power).

Spot awards

Spot awards will be handed out for events that happen in game. The amount of prizes that can be awarded each game will be decided based upon prizes available. To claim the prizes, you must shout out loudly when it happens!

- **Incoming!** – Roll a 1 for your artillery or air strike.
- **FUBAR!** – Roll a FUBAR for your order check.
- **You lucky bastard!** – Require a 7+ (or greater) to hit, and then roll a 6 to damage and then roll a further 6 for exceptional damage (so a 6, followed by a 6, followed by a 6 and the followed by a 6).

Prizes

Winners will be allowed to select a single prize of their choice. The prizes will be awarded in the following order.

- 1st Place axis/allies/minor generals depending on what order they finish.
- 2nd place axis allies/minor generals depending on what order they finish.
- 3rd place axis allies/minor generals depending on what order they finish.
- Best painted (set award).
- Most historical themed army.
- Best sportsmanship
- SNAFU award.

Any prizes left after this will be randomly awarded to the remaining players by choosing score cards from a pile. Players should not receive more than one prize.

Game scoring

Major win	- 5 points
Minor win	- 4 points
Draw	- 3 points
Minor loss	- 2 points
Major loss	- 1 point
Forfeit	- 0 points (opponent gets a major win)

In the event of a draw, the difference between the victory points/objectives for and against of all games will be calculated with the highest being the winner. If this is still a draw, we will add up the victory points/objectives for of all the games and the highest will be the winner. If this is still a draw, we will add up the victory point/objectives against for all the games and the lowest will be the winner. If this is still a draw, the player with the higher sportsmanship score will be the winner. If this is still a draw after all of that, sod it, you both deserve the win! Dice off, with the winner choosing to either take first pick of the prizes and no trophy or the trophy and second pick of the prizes (unfortunately we can only give one trophy).

How opponents are chosen

In game 1, the players will play the opposite faction (Axis/Allies) where possible.

In addition, lists containing armoured platoons will more likely face other lists containing armoured platoons.

We will also endeavour to match you up with an opponent that is not from your area/club and if you have a grudge match that you want to play, please request and will try to accommodate if your opponent agrees.

From game 2 onwards, the Swiss tournament system will be used. This means that allies may fight other Allies and the same with Axis.

Timing

Each game will last 2 hours and 15 minutes, which should be plenty of time to set up, discuss the board and play the game. A display with time remaining will be visible.

There will be a 30-minute break after each game to calculate results.

A 30-minute and 15-minute warning to the end of the game will be given. At the end, when time is called, you must finish the order currently in play and then end the game. This will count as the end of the turn for objective purposes

Terrain

Terrain must remain how it is deployed. Spend a few moments before the game starts discussing with your opponent what is hard/soft cover, what is rough terrain, which are buildings/ruins and what is an area terrain.

Most of the terrain belongs to club members, so please respect it and report any damage as soon as possible.

Rules queries

In the event of a rules query please try and resolve them between the two players. If you are unable to, please seek assistance from the tournament organiser on the stage. The tournament organiser's decision is final.

Sponsorship

We would like to extend a heartfelt thank you to the companies who have supported our tournament, please check out their websites and their products! They are listed alphabetically.



1st Corps - <http://www.1stcorps.co.uk>



4Ground – <http://www.4ground.co.uk>



The Assault Group – <http://www.theassaultgroup.co.uk>



Blitzkrieg Miniatures - <http://www.blitzkriegminiatures.com>



<http://www.deepcutstudio.com/>



Frontline Gaming - <http://www.frontlinegaming.org/>



Mad Bob Miniatures - <http://www.madbobminiatures.co.uk>



Osprey Publishing - <https://ospreypublishing.com>



Plastic Soldier Company - <http://theplasticsoldiercompany.co.uk/>



Rosemary & Co - <https://www.rosemaryandco.com>



RUBICON MODELS

Rubicon Models – <http://www.rubiconmodels.com>



S & S Model Shop – <http://www.sandsmodels.com>



Sally 4th – <http://wargamesbuildings.co.uk/>



Warlord Games - <http://www.warlordgames.com>

Scenarios

Scenarios are as they appear in the main rulebook/Tank War book. The exception to this is the scoring to allow for minor/major victories. Where a scenario has had a change, it will be written in green.

Scenario 1 - Maximum attrition

Set-up

Both players roll a die. The highest scorer picks a table side. No units are set up on the table at the start of the game. Both sides must nominate at least half of their force to form the first wave. This can be the entire army if desired. Any units not included in the first wave are left in reserve (see reserves p119).

Objective

The objective is simple – both sides must attempt to destroy the other whilst preserving their own forces.

First turn

The battle begins. During turn 1 both players bring their first wave onto the table. These units can enter the table from any point on their side's table edge, and must be given either a run or advance order. Note that no order test is required to move units onto the table as part of the first wave.

Game duration

Keep a count of how many turns have elapsed as the game is played. At the end of turn 6, roll a die. On a result of a 1, 2 or 3 the game ends, on a roll of a 4, 5 or 6 play one further turn.

Victory

At the end of the game calculate which side has won by adding up victory points.

Players score 1 victory point for every enemy unit destroyed. **Any units kept in reserve at the end of the game count as destroyed.**

Major victory – Score 4 or more victory points than your opponent.

Minor victory – Score 2-3 more victory points than your opponent.

Draw – Score 1 less, equal to or 1 more victory point than your opponent.

Minor loss – Score 2-3 fewer victory points than your opponent.

Major loss – score 4 or fewer victory points than your opponent.

Scenario 2 – Point defence

Set-up

Both players roll a die. The highest scorer decides whether to be the attacker or defender. The defender picks a side of the table and sets up at least half of their units in their set up area. **Their set-up area is up to 12" from their table edge.** These units can use the hidden set-up rules (see hidden set-up p117). Units that are not set-up to start with are left in reserve (see reserves p119).

As they set up their force, the defender must nominate three separate objectives in his set-up zone. All objectives must be at least 6" from the defender's table edge. In addition, all the objectives must be at least 24" away from each other. **The defenders objective markers, that must be 25mm in diameter, signify these objectives.** Objective markers cannot be placed in a building or on top of impassable terrain.

The attacker's units are not set up on the table at the start of the game. The attacker must nominate at least half of their force to form their first wave. This can be their entire army if they wish. Any units not included in the first wave are left in reserve.

Objective

The attacker must try and capture the three objectives – the defender must try and stop them.

Preparatory bombardment

The attacker rolls a die: on a 2+, a preparatory bombardment strikes the enemy position (see preparatory bombardment p118). On a result of a 1, the barrage fails to materialise, but you have your orders and the attack must go ahead as planned.

First turn

The battle begins. During turn 1, the attacker must move their first wave onto the table. These units can enter from any point on the attacker's table edge, and must be given either a run or advance order. Note that no order test is required to move units onto the table as part of the first wave.

Game duration

Keep a count of how many turns have elapsed as the game is played. At the end of turn 6, roll a die. On a result of a 1, 2 or 3 the game ends, on a roll of a 4, 5 or 6 play one further turn.

Victory

At the end of the game calculate which side has won as follows.

To capture an objective there must be a model from one of your infantry or artillery units within 3" of the objective at the end of the turn, and there must be no enemy infantry or artillery units within 3" of it. **If no unit is within 3" of the objective at the end of the turn, no one is considered to hold the objective until it is captured using the above rules.**

Major victory – Player holds 3 objectives.

Minor victory – Player holds 2 objectives.

Draw – Both **or one player** hold 1 objective.

Minor Loss – Opponent holds 2 objectives.

Major loss – Opponent holds 3 objectives.

Scenario 3 – Domination AKA “That mission from the Tank War book”

Set-up

First of all, take **four** objective markers **that are 25mm in diameter**. Then both players roll a die. The highest scorer places the first objective marker on the table anywhere more than 6” from the any edge. Then the other player places the second objectives more than 18” away from any other objective marker and mire than 5” from any edge. Players then alternate placing the remaining objective markers until all markers are on the table. Objective markers cannot be placed in a building or on top of impassable terrain.

Roll for sides

Both players roll a die. The highest scorer picks a side of the table

Prepare forces

No units are set up on the table at the start of the game. Both sides must nominate at least half their force to form their first wave. This can be the entire army is desired. Any units not included in the first wave are left in reserve (see reserves p119).

Objective

Both players must try any capture as many of the objective markers as possible, whilst preserving their own force.

First turn

The battle begins. During turn 1 both players bring their first wave onto the table. These units can enter the table from any point on their side’s table edge, and must be given either a run or advance order. Note that no order test is required to move units onto the table as part of the first wave.

Game duration

Keep a count of how many turns have elapsed as the game is played. At the end of turn 6, roll a die. On a result of a 1, 2 or 3 the game ends, on a roll of a 4, 5 or 6 play one further turn.

Victory

At the end of the game, add up how many objectives have been claimed **and add up amount of victory points scored.**

To capture an objective there must be a model from one of your units **(apart from empty transports)** within 3” of the objective at the end of the turn, and there must be no enemy units **(apart from empty transports)** with 3” of it. **Objectives remain in your possession even if you do not have a unit within 3” of it, unless an enemy unit captures it using the rules above.**

Players score one victory point for every enemy unit destroyed. **Any units kept in reserve at the end of the game count as destroyed.**

Major victory – Player holds more objectives than their opponent or destroys their opponent's army.

Minor victory – Player holds the same amount of objectives as their opponent, but scores 2 or more victory points than their opponent.

Draw – Player holds the same amount of objectives as their opponent, and scores 1 less, equal to or 1 more victory point than their opponent.

Minor loss - Player holds the same amount of objectives as their opponent, but scores 2 or fewer victory points than their opponent.

Major loss - Player holds fewer objectives than their opponent or has their army destroyed.

Errata & FAQ

Errata

Battleground Europe

Page 72: Wasp Flamethrower Carrier.

Change range of the "small vehicle flamethrower" from 12" to 9".

Page 43: Hobart's Funnies.

Hobart's Funnies use the tank, tank destroyer, anti-aircraft vehicle and self-propelled artillery selector for United States and Great Britain armies.

Page 100: The Land Mattress

The Land Mattress uses the artillery, anti-aircraft or anti-tank gun selector for United States and Great Britain armies.

Ostfront

Page 16: Japanese/Machukou Cavalry Squad.

The Japanese/Machukou Cavalry Squad uses the infantry selector for Imperial Japan armies.

Page 16: Japanese/Machukou Cavalry Squad.

This unit does not have the **death before dishonour** or **banzai charge** army special rules.

Page 17: BA-3/6 Heavy Armoured Car

The BA-3/6 Heavy Armoured Car uses the armoured car selector for Soviet Union armies.

Page 30: D8 Light Armoured Car

The D8 Light Armoured Car uses the armoured car selector for Soviet Union armies.

Page 30: FAI Light Armoured Car

The FAI Light Armoured Car uses the armoured car selector for Soviet Union armies.

Page 30: SMK/T-100 Experimental Heavy Tank.

The SMK/T-100 Experimental Heavy Tank uses the tank, tank destroyer, anti-aircraft vehicle and self-propelled artillery selector for Soviet Union armies.

Page 31: OT-130 Light Flamethrower Tank.

The OT-130 Light Flamethrower Tank uses the tank, tank destroyer, anti-aircraft vehicle and self-propelled artillery selector for Soviet Union armies.

Page 31: OT-130 Light Flamethrower Tank.

Change range of the "small vehicle flamethrower" from 12" to 9".

Page 79: Begleit – StuG Escort Infantry Squad.

Replace second sentence with "The Squad mounts and dismounts from an assault gun or tank destroyer as if it was a transport".

Page 79: Strafbattalion Penal Infantry Squad.

Points for additional men armed with rifles should be +7 (Inexperienced) and +10 (regular).

Germany Strikes!

Page 24: Polish Post Office Garrison Militia Section.

The Polish Post Office Garrison Militia Section uses the infantry selector for polish armies.

Page 24: Polish Post Office Garrison LMG Section.

The Polish Post Office Garrison LMG Section uses the infantry selector for polish armies.

Page 24: Polish Post Office Garrison Grenade Section.

The Polish Post Office Garrison Grenade Section uses the infantry selector for polish armies.

Page 24: Pzinz 222 Half-Truck.

The Pzinz 222 Half-Truck uses the Transport/Tow selector for polish armies.

Page 24: Polska-Fiat 508IIIW Lazik Jeep.

The Polska-Fiat 508IIIW Lazik Jeep uses the Transport/Tow selector for polish armies.

Page 27: Polish Cavalry Squad.

Polish Cavalry Squads may be purchased as Dragoons (-2pts per model) or as a bicycle section (-1pt per model). Rules for these are found on page 27: Germany strikes!

Page 25: SS_Heimwehr Danzig Section.

The SS_Heimwehr Danzig Section uses the infantry selector for German armies.

Page 25: Sturmabteilung Section.

The Sturmabteilung Section uses the infantry selector for German armies.

Page 25: Ordnungspolizei Section.

The Ordnungspolizei Section uses the infantry selector for German armies.

Page 25: Sapper Team.

The Sapper Team uses the infantry selector for German armies.

Page 25: Steyr ADGZ M35 Heavy Armoured Car.

The Steyr ADGZ M35 Heavy Armoured Car uses the armoured car selector for German armies.

Page 25: Panzerbefehlswagen SDKFZ 267-268 PZ III Aus D1.

The Panzerbefehlswagen SDKFZ 267-268 PZ III Aus D1 uses the tank, tank destroyer, anti-aircraft vehicle and self-propelled artillery selector for German armies.

Page 37: Neubaufahrzeug PZKPW V Model A.

The Neubaufahrzeug PZKPW V Model A uses the tank, tank destroyer, anti-aircraft vehicle and self-propelled artillery selector for German armies.

Page 38: Danish Army Special Rules.

Insert national rules for Danish armies created using the reinforced platoon selectors. They have the **Confusion** and **Waiting in ambush** special rules as listed on page 41

Page 38: Officer.

The Officer uses the lieutenant or captain/major selector for Danish armies.

Page 38: Medic.

The Medic uses the Medic selector for Danish armies.

Page 38: Forward Observer.

The Forward Observer uses the forward observer selector for Danish armies.

Page 38: Inexperienced Infantry Section.

The Inexperienced Infantry Section uses the infantry selector for Danish armies.

Page 38: Experienced Infantry Section.

The Experienced Infantry Section uses the infantry selector for Danish armies.

Page 38: Cavalry Section.

The Cavalry Section uses the infantry selector for Danish armies.

Page 38: Machine Gun Team.

The Medium Machine Gun uses the machine gun team selector for Danish armies.

Page 38: Medium Mortar Team.

The Medium Mortar Team uses the mortar selector for Danish armies.

Page 40: 75mm Krupp 1902 Light Artillery.

The 75mm Krupp 1902 Light Artillery uses the field artillery, anti-aircraft or anti-tank gun selector for Danish armies.

Page 40: Medium Artillery.

The Medium Artillery uses the field artillery, anti-aircraft or anti-tank gun selector for Danish armies.

Page 40: Heavy Artillery.

The Heavy Artillery uses the field artillery, anti-aircraft or anti-tank gun selector for Danish armies.

Page 40: Madsen 20/23mm Machine Cannon M/38.

The Madsen 20/23mm Machine Cannon M/38 uses the field artillery, anti-aircraft or anti-tank gun selector for Danish armies.

Page 40: Bofors 37mm Light Anti-tank Gun.

The Bofors 37mm Light Anti-tank Gun uses the field artillery, anti-aircraft or anti-tank gun selector for Danish armies.

Page 40: Madsen Light Anti-aircraft Gun.

The Madsen Light Anti-aircraft Gun uses the field artillery, anti-aircraft or anti-tank gun selector for Danish armies.

Page 40: Landsverk Lynx Light Armoured Car.

The Landsverk Lynx Light Armoured Car uses the armoured car selector for Danish armies.

Page 41: Landsverk L-180 Heavy Armoured Car.

The Landsverk L-180 Heavy Armoured Car uses the armoured car selector for Danish armies.

Page 41: Tempo Gelandwagen 1200.

The Tempo Gelandwagen 1200 uses the transport/tow selector for Danish armies.

Page 41: Truck.

The Truck uses the transport/tow selector for Danish armies.

Page 63: AMD Panhard 178 Command Vehicle.

The AMD Panhard 178 Command Vehicle uses the armoured car selector for French armies.

Page 87: L3/35 R Centro Radio.

The L3/35 R Centro Radio uses the armoured car selector for Italian armies.

Empire In Flames

Page 28: Japanese/Machukuoan Cavalry Squad.

This unit does not have the **death before dishonour** or **banzai charge** army special rules.

Page 30: Soko Sagyo Ss-Ki Armoured Work Vehicle.

Change range of the "small vehicle flamethrower" from 12" to 9".

Page 80: The Indian National Army.

The Indian National Army uses the infantry selector for Imperial Japanese armies.

FAQ

Q: Can I use the Brandenburgers Unconventional warfare tactics?

A: You are not allowed to use the enemy uniforms, disguised tanks or captured vehicles tactics.

Q: Can I use the "flavour text" options for units from Ostfront and Battleground Europe?

A: Yes you can, as long as it fits with the theme of your army. For example you couldn't take a Luftfaust in a 1939 blitzkrieg themed German Army.

The list of useable "flavour texts" are;

Battleground Europe

- Page 45: Canal defence light.
- Page 72: Welbikes.

Ostfront

- Page 17: Flags.
- Page 17: Horse-drawn tows.
- Page 94: Tank equipment options.
- Page 96: Infantry equipment options.

Q: Can I use captured vehicles (Page 91 Ostfront)?

A: No.

Q: Can I purchase minefields for my army?

A: No.

Q: Can I use Belgian Fortifications in my army (page 62 Germany strikes!)?

A: No.

Q: Can I use the **No Turret Hatch** and **Char B1 Lack of traverse** rules (Page 63 Germany strikes!)?

A: Yes you can! Good luck though!

Q: Can I use Blockhouse cells, Cloches, Turrets, Artillery Embrasures, Mines, Barbed Wire and Dragons teeth from the Maginot Line (page 87 Germany strikes!)?

A: No.

Q: Can I use armoured trains (Page 99 Germany strikes!)?

A: No.

Q: Can I use special army rules from a theatre selector in my army (i.e. King's Own Yorkshire Light Infantry from Germany strikes!)?

A: Theatre special rules cannot be used, armies will only benefit from their national traits.

Q: Are you really allowing Parachute Gurkhas?

A: Yes we are. We won't be angry if you take them in your army, just disappointed...

Q: Are you using any of the special terrain rules? i.e. Mud, ice, city fight, bocage.

A: Special rules like that will slow down the games and as we are on a tight schedule, it is best not to use them.