Panzerkampf 2017 Tournament pack v1.4

Contents

How to enter

Tickets can be purchased via PayPal on our website at
www.2d6lodge.co.uk/acambridgetoofar.

Tickets cost £13.00.

There are 40 spaces available.

If you wish to be placed on the reserve list, please email 2d6lodge@gmail.com. The reserve
list is first come first served. Last event we called upon 40 reserves, so it is worth putting
your name down.

Cancelations

Please inform us as soon as possible if you are unable to make it to the event. Due to the hall
hire and other costs, unless a paying reserve can be found your entry will not be refunded.

Contact

Email   - 2d6lodge@gmail.com
Facebook   - www.facebook.com/panzerkampf

Venue

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

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. 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 are no shops or takeaways within walking distance of the venue but there is a Tesco Extra 10-minutes drive away (CB1 9BF). We advise bringing a packed lunch.

Smoking is not permitted anywhere on the school site, if you wish to smoke you must go outside of the school boundary.

Timetable and date

The event will take place on **Saturday 9th September 2017**.

08:15 – 09:00   - Doors open/registration
09:00 – 09:15   - Player safety and event briefing
09:15 – 11:30   - Game 1
11:30 – 12:00   - Break
12:00 – 14:15   - Game 2
14:15 – 14:45   - Break
14:45 – 17:00   - Game 3
17:00 – 17:30   - Pack away and finalise results
17:30 – 18:00   - Awards
18:00   - End of event

Required items

- Bolt Action rulebook (second edition) and relevant army/supplement book/PDF.
- Your army, Painted to 3-colour minimum.
- Dice, tape measure, pin markers, templates and order dice (two colours recommended but not necessary).
- A copy of your army list, clearly readable.
- Three objectives with a diameter of 25mm-40mm.
- 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 markers, etc.
- A quick reference sheet.
- Drinks, food and snacks.
- A tray to put your army on.

Army selection

- Up to 1500 points
- Armies are to be chosen from any current armies of book, Official army list or PDF released by Warlord Games.
- The generic armoured selector from the tank war book is used.
- Armies can be made up of up to two armoured platoons.
- No "special" characters, legendary tanks, war planes or war correspondents.

Legal army lists must be submitted to 2d6lodge@gmail.com by midnight on Saturday 26th August 2017. We would recommend submitting your list prior to this date.

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

If the list is considered 'cheesy', unsporting or exploitive, you may be asked to submit a new list.

And number one rule. Don't be a dick.

Awards

- **A (Cam)Bridge Too Far champion** – Awarded to the highest scoring player of the day.
- **2nd Place –** Awarded to the second highest scoring player
- **3rd Place –** Awarded to the third highest scoring player
- **Best themed award** – Awarded to the best historically themed army or army which makes sacrifices to contain themed units over gaming.
- **Best-painted army** – Awarded to the best-painted army as chosen by the event organisers.
- **SNAFU award** – Awarded to the player who comes bottom of the tournament table,

Spot awards

Spot awards will be handed out for events that happen in game. The amount of prizes that can be awarded each round 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).
- **Now you move?**!? – Roll a double 1 for a rally order

Players will not receive more than one spot prize each round.

Prizes

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

- 1st Place.
- 2nd place.
- 3rd place .
- Best painted (set award).
- Most historical themed army.
- SNAFU award.

Any prizes left after this will be awarded to the remaining players by calling them out in the order they finished. Players will 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

The Forfeiting player counts as a major loss and the other player counts as a Major win. If a forfeit is declared, please call over a tournament organiser for them to decide what the victory points/objectives for/against should be recorded as.

Draws

In the event of a draw on he final results table, we will use the following in order to decide
- The difference between the victory points/objectives for and against.
- The victory points/objectives for.
- The victory point/objectives against

If after this it is still a draw the players will place an order dice in a bag and the TO will draw one, with the winner choosing to either take first pick of the prizes and no trophy, or the trophy and second pick of the prizes.

How opponents are chosen

Game 1 - Players will play the opposite faction (Axis/Allies) where possible. Lists containing armoured platoons will face other armoured lists where possible. Members of the same club will not play each other. Grudge matches can be arranged if agreed by both players.
Game 2 - The Swiss tournament system will be used. Where possible club members will not play each other.
Game 3 - The Swiss tournament system will be used

Timing

Each round will last 2 hours and 15 minutes, which is plenty of time to set up, discuss the board and play the game.
A 60-minute, 30-minute, 15-minute and 5-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
There will be a 30-minute break after each game to calculate results.

Terrain

Terrain must remain unchanged. 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 or dense terrain.
Most of the terrain belongs to club members, so please respect it and report any damage.

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!

Scenarios

Scenarios are as they appear in the main rulebook. 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.

Objectives

Please see how to capture, contest and hold objectives in both missions 2 and 3.

Objectives
A suitable marker between 25mm-40mm should represent objectives.

Objectives must not be placed in buildings or impassable terrain and must be placed on ground level.

At the start of each game, all objectives count as being unclaimed.

Capture
To capture an objective there must be a model from one of your vehicles, infantry or artillery units in base contact with the objective at the end of the turn, and there must be no enemy vehicles, infantry or artillery units in base contact of the objective. A held objective (below) cannot be captured.

Contest
If both players have a model from one of their vehicles, infantry or artillery units in base contact with the objective at the end of the turn and the objective was unclaimed at the start of the turn, neither player will capture the objective until the conditions in capture (above) are met. A held objective (below) cannot be contested.

Hold
An objective will be held as long as one of your vehicles, infantry or artillery units remains in base contact of the objective at the end of the turn.

If at the end of the turn there are no vehicles, infantry or artillery units in base contact of the objective, no one holds the objective and it reverts to being unclaimed.

Scoring
Calculating how many objectives you hold is done when the game ends using the hold conditions (above).

Multiple Objectives
A unit can only capture and/or hold a single objective.

Vehicles
Vehicles that are not bought as transport can claim an objective, but may not end their move on top of an objective.

Scenario 1 – Meeting Engagement

Set-up

Both players roll a die. The highest scorer picks a long table side and declares which if his units (if any) are being left in reserve. This can be up to half the units in their army, rounding down. The other player then does the same. No units are set up on the table at the start of the game **(apart from forward observers/snipers).** Any units not left in reserve form the player's first wave.

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 4or 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 – ~~Cleanse~~ Sectors

Set-up
Dive the table into quarters. Both players roll a dice. The highest scorer picks a long table side and one of the quarters on their side of the table. Then they declare which of their units (if any) are being left in reserve – this can be up to half of the units, rounding down. The other player gets the opposite (diagonally) quarter of the table and then does the same. Once both players have declared which units are left in reserve, they deploy their other units. Both players put an order dice in the bag for every unit not in reserve. Then draw a die and that player must deploy one of their units in their quarter and at least 12' from the centre of the table. Continue to do this until all units not in reserve have been set-up. Reserves are not allowed to outflank **and forward deploying** is not allowed in this scenario

Objective
Both sides must attempt to seize as many table quarters as possible and inflict damage on the enemy.

Preparatory bombardment
Both players roll a die; on a 2+, a preparatory bombardment strikes the enemy positions.

First turn
The battle begins. There is no 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, 1 victory point for each of your units completely inside one of the neutral quarters and 3 victory points for each of your units completely inside the enemies table quarter. If a unit straddles 2 or more quarters, it counts as in the quarter where the majority of its models are (or most of the model in the case of a single model unit). **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 3 – Key positions

Set-up
There are 5 objectives used in this game.

Place 1 objective in the centre of the table. Both players then roll a die. The highest scorer places one objective anywhere on the table. Then the opponent places an objective, and the players continue to place objectives until all objectives are placed. All objectives must be more than 12" from each other.

Once objectives have been placed, both players roll a die. The highest players picks a long tables sides and declares which of his units (if any) are being left in reserve. This can be up to half the units in their army, rounding down. The other player then does the same. No units are set up on the table at the start of the game **(apart from forward observers/snipers).** Any units not left in reserve form the player's first wave.

Objective
The attacker must try and capture **and hold** as many objectives as possible, **whilst preserving their own forces.**

First turn
The battle begins. During turn 1, the both players 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 requires 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.

Please see 'Objectives' on page 7.

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 at the end of the game.
Minor victory – Player holds the same amount of objectives as their opponent at the end of the game, but scores 2 or more victory points than their opponent.
Draw – Player holds the same amount of objectives as their opponent at the end of the game, 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 at the end of the game, but scores 2 or fewer victory points than their opponent.
Major loss - Player holds fewer objectives than their opponent at the end of the game.

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/38uses 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;
Battlegound Europe
- Page 45: Canal defence light.
- Page72: 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: 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.