

# A (Cam)Bridge Too Far 2019 Tournament pack v1.2



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## How to enter

Tickets can be purchased via PayPal/debit card on our website at [www.2d6lodge.co.uk/acambridgetoofar](http://www.2d6lodge.co.uk/acambridgetoofar).

Tickets cost £14.00.

There are 100 spaces.

If you wish to be placed on the reserve list, please email [2d6lodge@gmail.com](mailto:2d6lodge@gmail.com). The reserve list is first come first served. Last event we called upon 16 reserves, so it is worth putting your name down.

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

## Cancellations

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, a refund cannot be issued unless a paying reserve is found.

## Contact

Email - [2d6lodge@gmail.com](mailto:2d6lodge@gmail.com)

Facebook - [www.facebook.com/acambridgetoofar](http://www.facebook.com/acambridgetoofar)

## Venue

The Tournament will take place at:

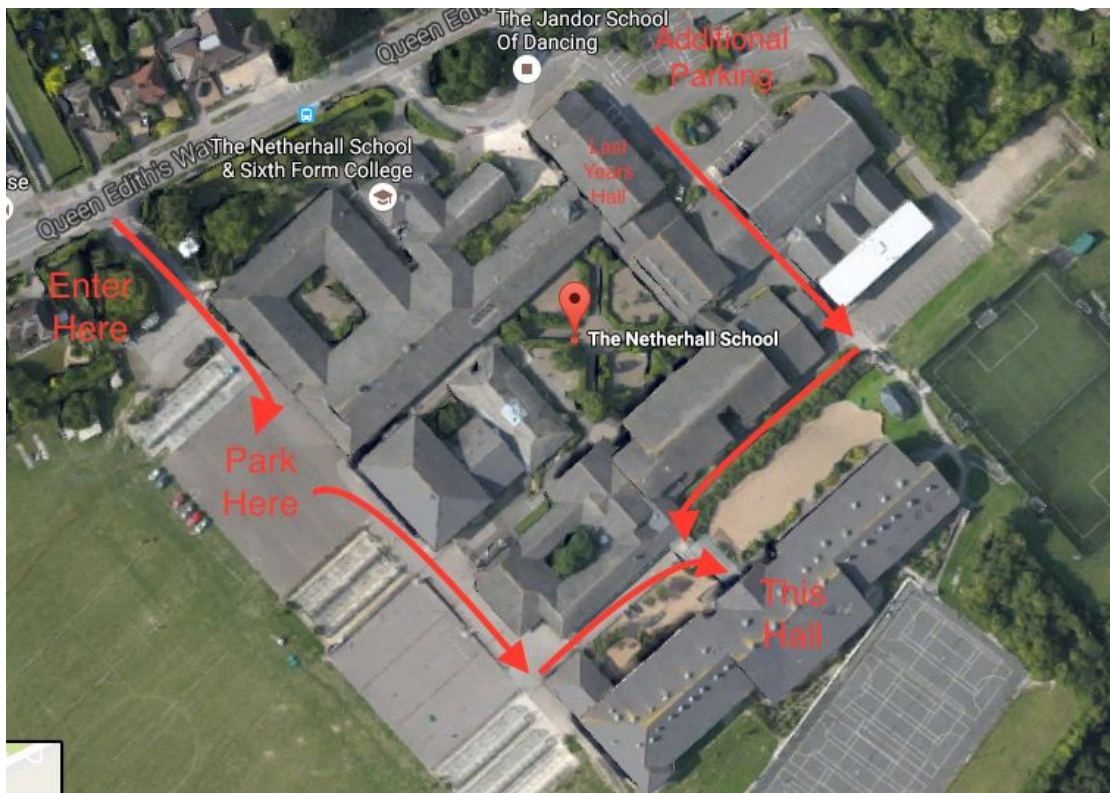
**The Atrium**

**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.

The 2D6 Lodge tuck shop will be available on the day (cans, chocolate and crisps). There will be an urn with free tea and coffee too.

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 9<sup>th</sup> March 2019**.

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

## 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 1000 points
- Armies are to be chosen from any current armies of book, campaign books, official army lists or additional units released by Warlord Games (excluding Sealion, Gigant or Operation: Market Garden).
- Armies can be made up of up to two infantry platoons **OR** up to two armoured platoons.
- Reinforced platoons or theatre selectors can be used, but cannot be mixed. In the case of an army consisting of two platoons, both must be chosen from the same selector.
- No “special” characters, legendary tanks, war planes or war correspondents.

Legal army lists must be submitted to [2d6lodge@gmail.com](mailto:2d6lodge@gmail.com) by midnight on Saturday 23rd February 2018. 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 unsporting or exploitive, you will be asked to submit a new list.

## Awards

- **A (Cam)Bridge Too Far champion** – Awarded to the highest scoring player of the day.
- **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 or China.
- **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.
- **Theme Award** – Awarded to the best 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,
- **Best table** – Awarded to the player or team that have provided the best gaming 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 then followed by a 6).
- **Now you do something?!?** – Roll a double 1 for a rally order.

Players will not receive more than one spot prize each round. Spot prizes are limited per round and an announcement will be made when the spot prizes have run out.

## Prizes

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

- 1<sup>st</sup> Place axis/allies/minor generals depending on what order they finish.
- 2<sup>nd</sup> place axis/allies/minor generals depending on what order they finish.
- 3<sup>rd</sup> place axis/allies/minor generals depending on what order they finish.
- Best painted (set award).
- Most 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.

## Raffle

There will be a raffle for two army starter sets. Tickets will be £1 each and two winners will be chosen, each receiving one army starter set.

## 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 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 roll a D6 or have a knife fight in the car park, 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

- In game 1,
  - the players will play the opposite faction (Axis/Allies) where possible.
  - Army lists containing armoured platoons will play other armoured platoons where possible.
  - We will also endeavour to match you up with an opponent that is not from your area/club.
  - If you have a grudge match that you want to play, please request and will try to accommodate if your opponent agrees.
  - Strong lists will play other strong lists.
- From game 2 onwards, the Swiss tournament system will be used.
  - This means that allies may fight other Allies and the same with Axis and tank platoons may play infantry platoons
  - We will try to avoid you playing club/team mates where possible, unless the results are very close/important.

## 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 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

There will be a 45-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 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!

**2D6 Lodge Store**  
**Westwind Productions**  
**Warlord Games**  
**Rubicon Models**

# 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.

## Scenario 1 – Meeting Engagement

### Set-up

Both players roll a die. The highest scorer picks a long table side 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. **Up to two units can forward deploy.** 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 5 or more victory points than your opponent.

**Minor victory** – Score 2-4 more victory points than your opponent.

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

**Minor loss** – Score 2-4 fewer victory points than your opponent.

**Major loss** – score 5 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 24" from their table edge.** These units can use the hidden set-up rules. Units that are not set-up to start with are left in reserve.

As they set up their force, the defender must nominate three separate objectives in his set-up zone. All objectives must be **set up 18" 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-40mm in diameter, signify these objectives. Objective markers must be placed on ground level and 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. **No units from the attackers force can forward deploy.** 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 **and hold** the three objectives – the defender must try and stop them.

### Preparatory bombardment

The attacker **receives** preparatory bombardment strikes the enemy position.

### 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 **in base to base contact** of the objective at the end of the turn, and there must be no enemy infantry or artillery units **in base to base contact** of it. **If no unit is in base to base contact 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 or 0 objectives.



**Minor Loss** – Opponent holds 2 objectives.

**Major loss** – Opponent holds 3 objectives.

## Scenario 3 – Key positions

### Set-up

There are 4 objectives used in this game and each objective must be 25mm-40mm in diameter. 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. Objective markers must be placed on ground level and cannot be placed in a building or on top of impassable terrain. 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 have 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. No units are allowed to forward deploy. 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 fist 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.

To capture an objective there must be a model from one of your infantry or artillery units in base to base contact of the objective at the end of the turn, and there must be no enemy infantry or artillery units in base to base contact of it. If no unit is in base to base contact 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.

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.