

# From the Sahara to

# Salerno & beyond

## Tournament Details

### Requirements:

- A good number of D6 dice
- Order Dice, Pin Markers, Tape Measure & Templates
- Bolt Action 2<sup>nd</sup> Edition Rulebook, latest FAQ & Errata
- 3 copies of your Army List
- Models

### Force Selection:

- 1000 requisition points, 12 Order Dice limit (see appendix II pages 213 & 214). *This is not a limit to the number of units taken in a list, only the maximum number of Order Dice in the draw bag for each side.*
- One single generic reinforced platoon selector.
  - Units from all Bolt Action campaign books may be used if the description says, “counts as {unit type} for the purpose of the generic reinforced platoon selector”.
- No Special characters, experimental rules/units, or War Correspondents
- No Armored Platoons
- No Bolt Action Korea
- All books and FAQ published before February 9<sup>th</sup>, 2024, are allowed.

### Submission of Army List:

- All lists are to be submitted by the 18<sup>th</sup> of February to:  
[spedtke122@gmail.com](mailto:spedtke122@gmail.com)

- Easy Army is preferred method of selecting and submitting your list but remember not all entries are correct on Easy Army.
- Submit your list in PDF format.

### Models:

- There is no painting “requirement” for this event. However, a portion of a player’s overall score is impacted by the model’s painting and basing.
- Models should be WYSIWYG. In the case of “counts as” or proxy, make sure the TO has cleared them for use and your opponent knows what the model is before the start of the game.
- Models should be 28mm in scale.

### Scoring:

- This is an Axis vs Allies themed event focusing on the Desert and Italian campaigns. All effort will be made to matchup armies according to their nation’s allegiance during WWII.
- Pairings will be random for Round 1. For Rounds 2 & 3, pairings will be Swiss system to match players with similar scores.
- A maximum of 105 tournament points may be earned:
  - **Battle** (60 points max) – 20 points for a win, 10 points for a draw, 5 points for a loss, 0 points for a withdrawal.
  - **Paint** (15 points max) – 15 points for above tabletop quality, 10 points for tabletop quality, 5 points for basic paint, 0 points for no paint.
  - **Theme/Army List Submission** (10 points max) – awarded for bringing themed, time-period coherent lists.
  - **Sportsmanship** (15 points max) – Each player is granted 5 points per game, with sportsmanship infractions resulting in a reduction of points.
  - **Bonus** (5 points) – players who play a minor nation (not one of the big 6) will be awarded 5 bonus points.
- Any ties in final scoring will be decided by the amount of Order Dice **won** over the course of 3 games; and if necessary, the number of Order Dice **lost** over the course of 3 games.
- Each scenario will cover the victory conditions (victory points and objectives)
- Each player will be given a scoresheet for each round. You must return the completed sheet to the TO after each game.

## Schedule:

- Check-in/Briefing will begin at 9:00 a.m.
- **Round 1:** 9:30 a.m. – 11:45 a.m.
- **Lunch:** 11:45 a.m. – 12:45 p.m.
- **Round 2:** 12:45 p.m. – 3:00 p.m.
- **Round 3:** 3:30 p.m. – 5:45 p.m.
- *Awards to follow.*

## Gameplay:

- Pace of play will be very important. Rounds are only 2 hours and 15 minutes.
- The TO will announce when 90, 60 and 30 minutes are remaining.
- All players are expected to finish the turn they're on when the 5-minute warning is given.
- At the 2-minute warning, no further Order Dice are to be pulled.
- When time is called for the round, no dice are to be rolled and the game is finished.
  - If the current round was not completed, end round conditions will **NOT** be factored, i.e., empty transports near enemy units.
- Players will need to turn their scoresheets into the TO after each round.

## Odds & Ends:

- Awards will be given for:
  - Best Overall Commander
  - Best Allied General
  - Best Axis General
  - Best Themed Army
  - Best Painted Army
  - Top Sportsman (peer voted)
  - Wooden Spoon

- Certain tables will have “special significance” during the event. Those tables will be chosen at random before the round starts by the TO and further explained as they become available.

## **Questions**

Please contact the Tournament Organizer.

Chad Murry

[Spedtke122@gmail.com](mailto:Spedtke122@gmail.com)