



OPERATION SPRING AWAKENING

BOLT ACTION WARGAME EVENT

SEPT 26TH-27TH 2026

BURNHAM COMMUNITY CENTRE, BURNHAM. (CHRISTCHURCH, NZ)

EVENT OVERVIEW

Operation Spring Awakening is a two-day, five round Bolt Action V3 event, with players using 1150 Point forces.

Operation Spring Awakening is a fun, yet competitive event. We expect all games to be played with the fair, sporting attitudes that have become the hallmark of the Bolt Action Australia & New Zealand community, and all types of players are welcome- including any players from overseas coming to try their luck!

We are striving to hold the largest known Bolt Action event yet held in New Zealand on some of the best tables our community can muster, and with a large prize pool where every player will walk away with a prize.

It is time the New Zealand community showed how great we are-join up now!

LOCATION

The venue is located just outside of Burnham Military Camp, on State Highway 1, 32 Km outside of Christchurch.

There are no special access requirements to the venue as it is outside the military camp itself.

Further details about the venue, and travel & accommodation ideas can be found in the appendix to this pack.

TICKETS

Tickets are \$40 each, payable in advance due to fees being used for venue hire and the purchase of the substantial prize pool.

Tickets are limited to only 46 Players!; 23 Axis and 23 Allied players. Players will be required to nominate which side they are playing on when purchasing their ticket.

Players wishing to register are to contact the Tournament Organiser, Dan via email:

valhallagames@hotmail.co.nz

At which time bank account details will be provided for payment for tickets.

GENERAL INFORMATION

AXIS VS. ALLIED

This is an Axis vs. Allied armies event. Players of nations who fought on both sides of the conflict during WW2 are to be flexible please if required to change sides in order to balance Axis vs. Allied player numbers, despite their preference stated when purchasing their ticket. The TO will contact any players affected this way after the list submission deadline, and as far in advance of the event as possible- thanks for your understanding!

TABLE/SCENARIO MATCHING

Tables will have scenarios and deployment types that suit that table's layout of terrain. During rounds, pairs of players will be playing different missions to each other-but at the end of five rounds all players will have played the same missions during the event. This will be slightly different to last year in an improved method.

SCENARIOS

The Scenarios played over the five rounds will be a mix of rulebook missions and tried -and-tested event scenarios from such groups as the Bolt Action Alliance. Some missions will have amendments which will be clearly pointed out. The scenarios will be a mix of objective, manoeuvre and attrition victory conditions- plan accordingly!

SCENARIO PACK

The scenarios that will be played in the event are within the event pack provided.



PROGRAMME

DAY 1, SAT 26TH SEPT

0815 Registration (player arrival), Draw opponents and quick brief
 0900 - 1115 Game 1
 1115 - 1210 Lunch and Best painted army judging*
 1215 - 1430 Game 2
 1500 - 1715 Game 3

DAY 2, SUN 27TH SEPT

0815 Doors open for player arrival
 0900 - 1115 Game 4
 1115 - 1210 Lunch and Best themed army judging*
 1215 - 1430 Game 5
 1430 - 1500 Pack up
 1500-1600 Awards & photos

* The judging of these awards may swap around. Players will be notified/ reminded prior to the lunch break each day.



GAME TIMING

GAME DURATION

Games will be limited to a maximum of 2 hours 15 mins.

METHOD OF FINISHING GAMES

- Games should be played through to their full game length where possible within the scenarios and allocated time.
- Should a game still be in progress nearing the end of the 2 hrs 15 minutes then games should play on, drawing dice and activating units until time is called by the TO- at which time the current dice drawn (not a multiple-die 'snap-to' action) is to be resolved.
- Once this activation is resolved, proceed immediately to the end-of-turn sequence to conclude the game.
- No order dice are to be drawn after time is called by the TO.



ARMIES, LISTS, & LIST SUBMISSION

POINTS & SOURCE BOOKS

To take part you will need an 1150-point army using force selection rules within the V3 rule book, and armies selected from either V3 "Armies of..." books published, or the BA Minor Nations PDF supplement that are released prior to 24th August 2026.

Those players whose army has an "Armies of..." book that has been released for sale on or before 24th August 2026 must select their army from this book and not from the lists contained in the V3 Rulebook or Bolt Action PDF army lists.

The latest official V3 FAQ & Errata published up to 24th August 2026 will also be used. If an FAQ/Errata is published after this date and before the event then the TO may decide to use some elements, if this is the case then this will be clearly communicated prior to the event.

Outside of these parameters, the only limit is "Don't be a Jerk!" ... If you are sniggering as you write your army list thinking of the suffering the other player will have (rather than the tactical difficulties their army will have) then dial it back a notch prior to submission!

WYSIWYG

Models should be 'What you see is what you get' (WYSIWYG), particularly infantry models. Note that the intent of this is not to the extreme of having players pulling machine guns off vehicles in order to meet this requirement, so sensible limits apply!

The TO may play in this event if there are late withdrawals etc. if so then the TO will use a relatively simple 'gumby' army.



SUBMISSION DEADLINE

Army Lists are to be submitted via email in either the Warlord Games format OR Easy Army Bolt Action format on or prior to 31st August 2026 to the email address found in the contact details on Page 6

RULES INTERPRETATION/DISPUTES

Try and resolve any rules disputes in a mutually agreeable way but if terminally stuck please ask the TO for a definitive decision. Once a ruling has been made by the TO, then that ruling will be applied to any further instances by the TO, in order to achieve consistency.

The expectation is that everyone will conduct themselves in a courteous and sportsmanlike manner building a fantastic atmosphere for the event.

In the unfortunate event that there is poor behaviour the TO will take appropriate action including issuing player(s) warnings. In the event of a player receiving a second such sanction or in the event of serious misconduct, said player(s) will receive penalties and/or be asked to leave the event.

Such incidents have never happened to date in our events- please lets all work together to ensure they never will!

SCORING & EVENT RESULTS

Players submitting their army lists on or prior to the submission date of 31st August will start the event with a single bonus point- don't miss out on yours for simply following the requirement!

Late player replacements/registration will be given an appropriate deadline for submission in order to be awarded this point.

VICTORY CONDITIONS

Results will be calculated as follows, based on the victory conditions for the scenario being played:

- Win: 5 points
- Draw: 3 points
- Loss: 1 point

BONUS POINTS

Additional points are also available in each game for:

- Players reaching any point of the 5th turn or later in their game (or finishing games prior to turn 5!): 1 point each player (note: if the TO is playing, then due to interruptions for rules decisions and administration, opponents of the TO will be awarded this point a turn earlier. i.e.; 4th turn or greater)
- Holding the Secondary objective at the end of the game (details below): 1 point.
- Players achieving a Tertiary objective (details below): 1 point.

Example; Johnny Frost has won his game against Ivan Chestikoff (5 points). In addition; they played into the fifth turn before having to stop due to time (1 point), and Johnny achieved a Tertiary objective (1 point). Although Ivan lost (1 point), he played into the fifth turn (1 point), held the Secondary objective at the end of the game (1 point) and also achieved a Tertiary objective (1 point). Total game score entered on the results sheet and handed in to the TO; Johnny 7 pts, Ivan 4 points.

The Tertiary objectives the players used and 'kill dice' won/ lost for each player are recorded on the sheet also.

SECONDARY OBJECTIVES

In addition to the victory conditions specified by the scenario being played, a Secondary Objective will be placed on the table.

Holding this Secondary objective at the end of the game will provide the player 1 point.

To hold the secondary objective, a player must have an infantry or artillery unit (or a transport containing such a unit) within 3" of the secondary objective at the end of the game, with no enemy units of any type also within 3".

TERTIARY OBJECTIVES

In addition to the victory conditions specified by the scenario being played, and the secondary objectives as described above, a series of minor objectives will be available to every player to achieve during their games.

Each Tertiary objective can be claimed only once over the event per player and only one can be claimed per game, per player as verified by your opponent.

At the END of their game, players may decide what Tertiary Objective they claim based on their game, it is recorded on the game result sheet both players complete and handed in to the Event Organiser. The Tertiary Objectives are as follows:

Smash and Grab – Destroy an enemy officer in Close Quarters.

Counter-fire – Destroy (including routing after a failed morale test) an enemy artillery, mortar, HMG/ MMG or sniper team with a unit of the same type under your control. (Note; HMG/MMG are considered the same type for this purpose).

Against all odds – destroy an enemy unit in Close Quarters with a friendly unit of either a lesser veteran- cy rating or less models .

Suppressive fire – Destroy an enemy unit with pins (not failed morale test).

Panzerknacker – Destroy an enemy armoured vehicle with a shooting attack or assault (not pins, air strike or artillery strike etc.) with a unit under your control.

In conjunction with the secondary objectives on every table, the tertiary objectives ensure players always have something to play for in every game no matter how tough its going for you!

EVENT PLACINGS

The placings for the event will be calculated by cumulative points achieved throughout the event.

- Tie breakers will firstly be calculated on Win/ Draw/Loss (and bonus list submission) points.
- If required, further tie breakers will be decided followed by unit attrition or 'Kill dice'; Enemy units destroyed minus Friendly units lost throughout the event.

OPERATION SPRING AWAKENING

PRIZES

There will be substantial prize support for the event, including from principal sponsors Warlord Games- in addition to other fantastic manufacturers and their retailers.

To encourage a greater variety of armies represented and showcase less common nations, This year we have introduced prizes for 'Minor Nations' players!

Prizes will include (but not limited to!);

- The first prize awarded will be the spot prize draw for participation, giving the player first choice of the prize pool!
- 1st, 2nd & 3rd Place Major Allied Nations (US, Great Britain and Soviet Union)
- 1st, 2nd & 3rd Place Major Axis Nations (Germany and Imperial Japan)
- 1st, 2nd & 3rd Place Minor Nations (All nations other than Armies of; Germany, United States, Great Britain, Soviet Union and Imperial Japan)
- Best themed army

The TO will endeavour to have prizes for every participant – stand by for regular updates on social media etc.!

CONTACT DETAILS

This concludes the event pack, if you have any questions please contact Dan, The Tournament Organiser:

Dan Withers

021 160 5923 or

valhallagames@hotmail.co.nz

Thank you, and we look forward to hosting you all at OPERATION SPRING AWAKENING!

Regards, Dan.

PLAYER CANCELLATION POLICY

Due to entry fees being used to pay for the prize pool and venue hire well in advance of the event, if players withdraw then the following will be adhered to:

- Withdrawal prior to 27th June; Player may choose either a refund or a free ticket to the 2027 event
- Withdrawal between 27th June - 27th July; no refund but free ticket to 2027 event
- Withdrawal on or after 28th July; No refund.

I trust that participants can see the intent of goodwill balanced with the need to pay for expenses in a timely manner in this process-thanks in advance.

ITEMS TO BRING

Please bring:

1. Your fully painted army! Ideally with a tray or some similar item for transporting between tables;
2. A tape measure and bolt action templates;
3. Paper and pen;
4. A copy of the V3 Rule Book, and your "Armies of" book or official minor nations PDF you are using.
5. A copy of the Errata/FAQ in use;
6. Multiple copies of your army list for yourself and opponents;
7. 'Round corner' Order dice (two different coloured sets if you have them), AND regular dice; and
8. An appropriate dice bag (If you have one).
9. Up to seven (7) objective markers at least 25mm in diameter.
10. Food?
 - There are options for getting food & drink nearby- don't forget to bring something to eat or cash/card to get something.
 - There are some (limited) snack options local to the venue
 - ...or you can go to Rolleston which is a fast 8 KM trip away via the highway and has considerable options available.

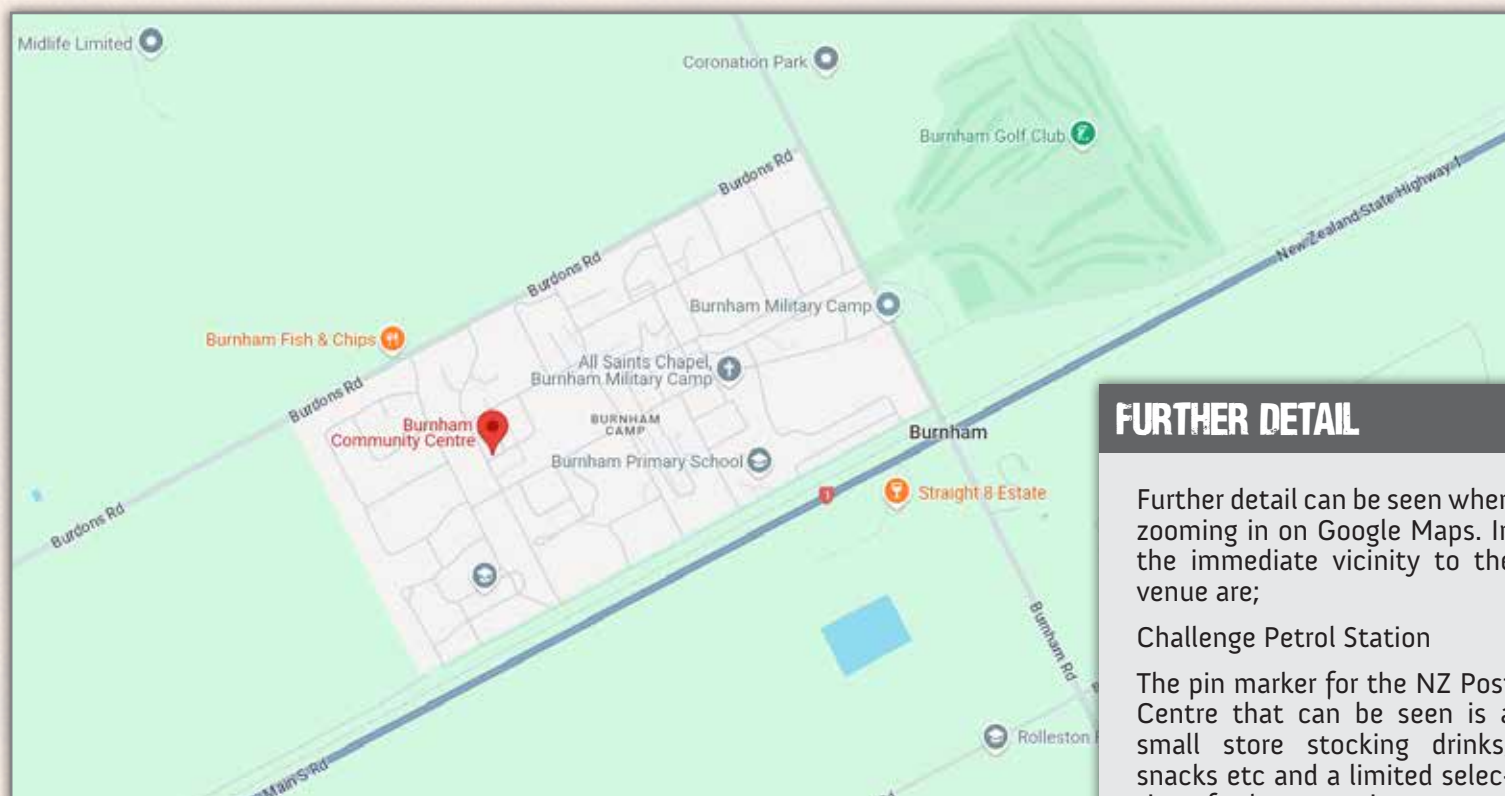


DETAILS AND PLANNING INFORMATION FOR TRAVELLERS

The general location of the Burnham Community Centre can be seen on the map below, and is easily found on Google Maps.

As it is outside the military camp itself, there are no special requirements for access to the venue and other visitors wishing to see the games in play are welcome also.

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BOLT ACTION WARGAME EVENT
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BURNHAM COMMUNITY CENTRE,
BURNHAM. (CHRISTCHURCH, NZ)**



FURTHER DETAIL

Further detail can be seen when zooming in on Google Maps. In the immediate vicinity to the venue are;

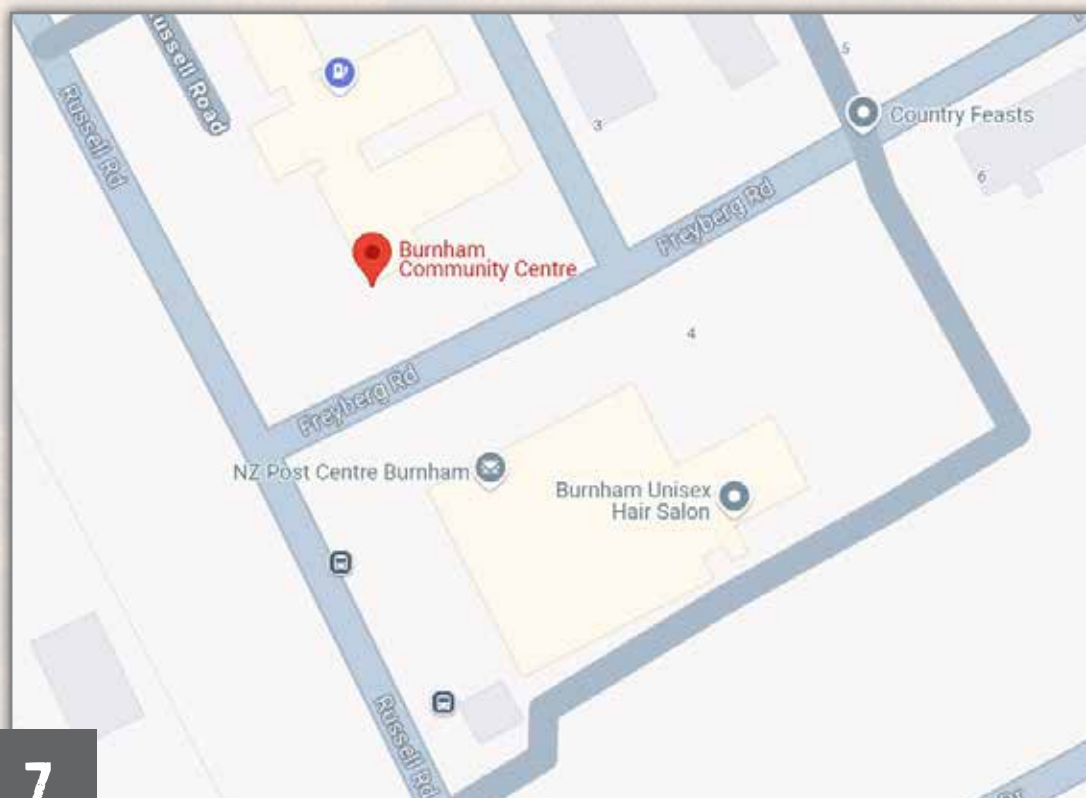
Challenge Petrol Station

The pin marker for the NZ Post Centre that can be seen is a small store stocking drinks/snacks etc and a limited selection of other groceries.

There is a takeaway food store just off this portion of the map (on Burdons Rd, 2 minutes away by car from the venue) called 'Burnham Fish & Chips', whose opening hours (evenings) and details can be found on their facebook page.

Bus stops are located at the venue as can be seen on the zoomed-in map above. Buses service this stop from the bus interchange in Christchurch city.

The venue is 24 Km from Christchurch Airport, and only 8 Km from the nearby town of Rolleston which has multiple supermarkets, cafés, restaurants etc. For accommodation, nearby Rolleston has a motel and there are many boutique BnB locations in the vicinity.





This company has generously provided prize support. Please give them your ongoing support in return.

<https://warlordgames.com>

MORE TO COME!

INTRODUCTION

The purpose of this portion of this scenario pack is to introduce players and prospective players to the scenarios that will be played within the event, and therefore allow greater familiarity and maximising time playing their games, rather than finding their way through the various objectives/deployment zones/deployment type in the scenarios 'on the day'.

As the Event/Tournament Organiser I have decided that the Bolt Action rules will not be tweaked by myself for the event, so that our players can arrive from whatever parts of the country/overseas with the knowledge that we are 'all playing the same game'.

However; the scenarios for Operation Spring Awakening should be read and understood by the canny general before taking their force to the battlefield, as a force heavily skewed in selection to a 'meta' may not meet the requirements of your missions in these scenarios...or may require some excellent generalship to find a tactical solution!

PRINCIPLES IN THIS EVENT

- Tables will be clearly labelled with their deployment zones, and alternate in both Deployment zones and Scenarios that will be run on them. Players move in opposite directions to their next table.
- For Game 5, All tables will use the same deployment type and scenario.
- Throughout the event, tables will be labelled so that there can be no misunderstanding as to which is which.
- The method of player pairings and movement through the tables/scenarios will be given in the intro brief on Day 1 of the event, and handouts given by way of results sheets which note table sequences/scenarios for the players.

PRINCIPLES IN THIS PACK

- The scenarios contain a majority of amended (and therefore renamed) Bolt Action (BA) rulebook scenarios, and a scenario from the Bolt Action Alliance (written by Brad Morrin).
- Objective Markers are markers of at least 25mm in diameter. Players may use appropriately themed/ modelled markers of a larger size if they wish, but players must agree prior to game starting how they will measure to/from objectives for purpose of determining who 'holds' them. This same discussion should be held for the themed 'Secondary Objective' markers used on each table.
- Objectives and secondary objectives are impassable terrain, but are ignored for line of sight purposes and provide no cover.
- Amended BA rulebook missions were renamed in order to reduce errors through assumption that the scenario is the same, and engage players in reading and understanding the scenario.

SCENARIO LISTING

Game	Deployment type	'Long Edge' Tables	"Quartered" Tables
1 & 2	Prepared positions	Spearhead	Tooth and Nail
3 & 4	Meeting engagement	Acceptable Losses	Sectors
5	Meeting engagement	All Tables: Long Edges, Shifting Objectives	
This will be explained in depth during the Player Brief on Day 1			



1. SETUP

There is no special setup for this scenario

2. DEPLOYMENT

Both players roll a die. The highest scorer chooses a long table edge to be their DZE, and then declares which of their units (if any) are being left in reserve (up to half of the players units, rounding down) while also declaring which units are using the infiltrators special rule and which units start the game mounted on which transport vehicle. The other player then does the same.

Both players put an order die in the bag for every unit that is not in reserve, mounted on a transport, or using the infiltrators special rule, and therefore needs to be deployed. Then draw a die and that player places one of those units entirely within their deployment zone. Continue to do this until there are no dice left in the bag.

If Infiltrators are being used; both players roll a die and the highest scorer places the first infiltrator. Note that infiltrators are allowed within players table half only in this scenario.

3. SCENARIO SPECIAL RULES

OUTFLANK; No.

INFILTRATION; Allowed - within players table half only.

Scoring DZE Change: In this scenario, the short table edge sides of the deployment zone are not counted as a scoring Deployment Zone Edge (DZE) for the purposes of units moving off the enemy players DZE.

Moving off enemy Long DZE: To do so, a unit must be successfully ordered to Advance or Run, and then all the models in the unit need to move into contact with the Long DZE. The unit is then removed from play.

4. OBJECTIVE

Both players must try to punch a hole in the enemy defences and exploit this by moving as many of their units as possible off the enemy long DZE, or at least finish the game in the enemy deployment zone.

5 FIRST TURN

The battle begins.

6. GAME DURATION

At the end of Turn 6, roll a die; On a result of 1-3 the game ends, on a roll of 4-6 play one further turn then the game ends.

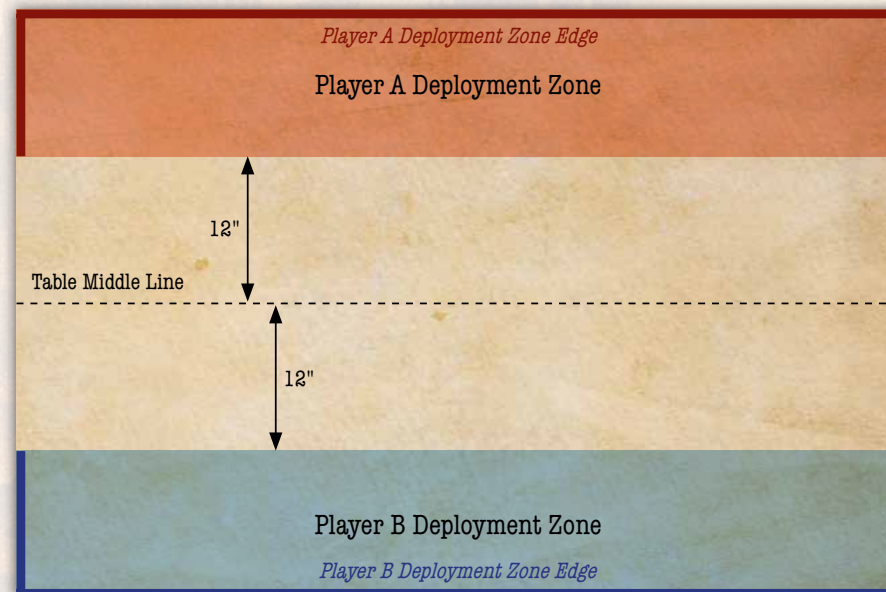
7. VICTORY!

At the end of the game, calculate which side has won by adding up victory points as follows:

- You score 3 Victory Points (VP) for each of your own units that has moved off the enemy player's Long DZE before the end of the game.
- You also score 1 VP for each of your units that at the end of the game is completely inside the enemy deployment zone.

If one side scores at least 2 more Victory Points than the other, then that side has won, otherwise the result is a draw.

Secondary and Tertiary objectives do not feature in this calculation in any way.



Battlefield layout. Remember: short table edge sides of the deployment zone are not counted as a scoring Deployment Zone Edge (DZE) in this scenario.



1. SETUP

- One player rolls a D6 for the number of objectives;
 - 1-2 = 3 Objectives
 - 3-4 = 5 Objectives
 - 5-6 = 7 Objectives.
- Then both players roll a die
- The highest scorer then placing one of the objectives on the table.
- Players take turns placing subsequent objectives until all are placed.
- Objective markers must be at least 6" from the table edge and at least 12" from each other.

2. DEPLOYMENT

Both players roll a die. The highest scorer chooses table quarter to be their deployment zone, and then declares which of their units (if any) are being left in reserve (up to half of the players units, rounding down) while also declaring which units are using the infiltrators special rule and which units start the game mounted on which transport vehicle. The other player then does the same.

Both players put an order die in the bag for every unit that is not in reserve, mounted on a transport, or using the infiltrators special rule, and therefore needs to be deployed. Then draw a die and that player places one of those units entirely within their deployment zone and at least 12" away from the table centre. Continue to do this until there are no dice left in the bag.

If Infiltrators are being used; both players roll a die and the highest scorer places the first infiltrator.

3. SCENARIO SPECIAL RULES

OUTFLANK; Allowed.

INFILTRATION; Allowed.

4. OBJECTIVE

The battlefield contains a series of objectives that must be seized and held at all costs! Both sides must attempt to hold as many objectives as possible at the end of the game.

5 FIRST TURN

The battle begins.

6. GAME DURATION

At the end of Turn 6, roll a die; On a result of 1-3 the game ends, on a roll of 4-6 play one further turn, then the game ends.

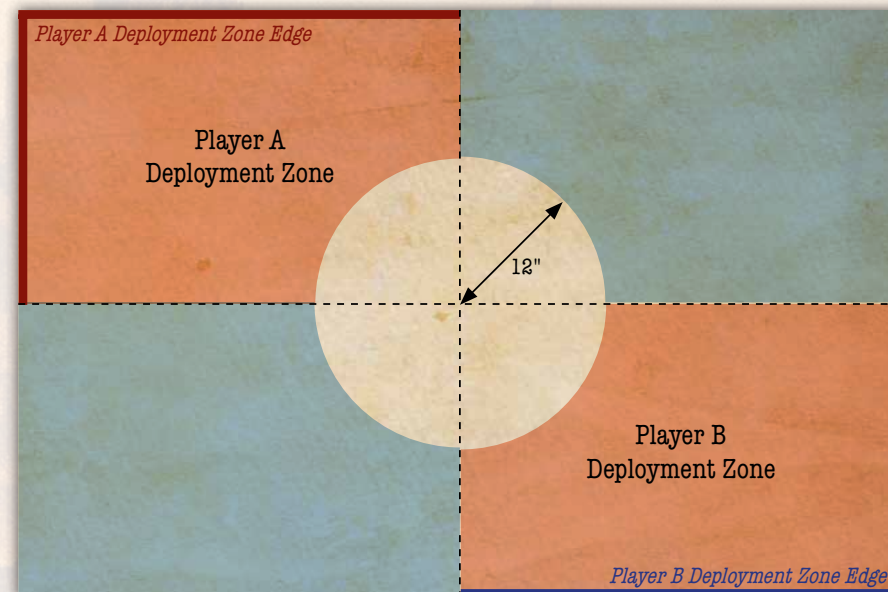


7. VICTORY!

At the end of the game, the player who holds more objectives than their opponent is the winner. Otherwise, the game is a draw.

- To hold an objective, there must be one of your infantry or artillery units (or a transport containing such a unit) within 3" of the objective at the end of the game, and there must be no enemy infantry or artillery unit (or a transport containing such a unit) within 3" of it.

Secondary and Tertiary objectives do not feature in this calculation in any way.



Battlefield layout.

ACCEPTABLE LOSSES

LONG EDGES, MEETING ENGAGEMENT

3

1. SETUP

There is no special setup for this scenario

2. DEPLOYMENT

Both players roll a die. The highest scorer chooses a long table edge to be their DZE, and then declares which of their units (if any) are being left in reserve (up to half of the players units, rounding down) while also declaring which units are using the infiltrators special rule and which units start the game mounted on which transport vehicle. The other player then does the same.

No units are set up on the table at the start of the game (except for infiltrators- see below). Any units not in reserve form the player's first wave.

If Infiltrators are being used; both players roll a die and the highest scorer places the first infiltrator, and then alternate.

Only order dice belonging to the first wave and infiltrating units are placed into the dice bag for Turn 1.

3. SCENARIO SPECIAL RULES

OUTFLANK; Allowed.

INFILTRATION; Allowed.

4. OBJECTIVE

Both sides must try to inflict maximum damage onto the other while preserving their own forces.

5 FIRST TURN

During Turn 1, both players must bring their first wave onto the table. These units can enter the table from any point on the player's DZE 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, and that units are not allowed to make an assault when they enter the table.

6. GAME DURATION

At the end of Turn 6, roll a die; On a result of 1-3 the game ends, on a roll of 4-6 play one further turn, then the game ends.

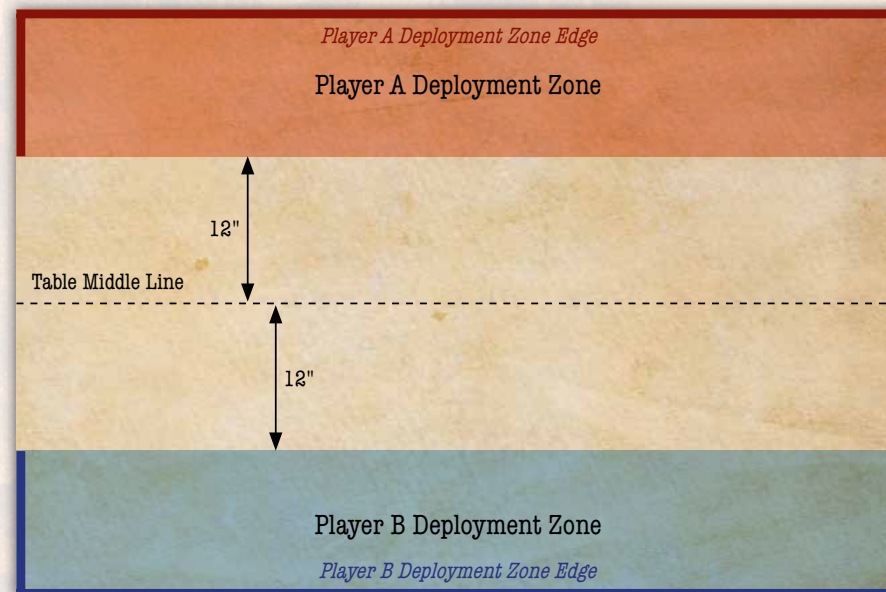
7. VICTORY!

At the end of the game, calculate which side has won by adding up victory points as follows:

- You score 1 Victory Point (VP) for each enemy unit destroyed.
- Units that have either fled off the table, or failed to come onto the table from reserve at the end of the game count as destroyed.

If one side scores at least 2 more Victory Points than the other, then that side has won, otherwise the result is a draw.

Secondary and Tertiary objectives do not feature in this calculation in any way.



Battlefield layout.

1. SETUP

There is no special setup for this scenario

2. DEPLOYMENT

Both players roll a die. The highest scorer chooses a table quarter to be their Deployment Zone, and then declares which of their units (if any) are being left in reserve (up to half of the players units, rounding down) while also declaring which units are using the infiltrators special rule and which units start the game mounted on which transport vehicle. The other player then does the same.

No units are set up on the table at the start of the game (except for infiltrators- see below). Any units not in reserve form the player's first wave.

Infiltrators Special deployment:

If Infiltrators are being used; both players roll a die and the highest scorer places the first infiltrator, and then alternate- always deploying at least 12" away from the table centre and within the players table half (length-ways).

Only order dice belonging to the first wave and infiltrating units are placed into the dice bag for Turn 1.

3. SCENARIO SPECIAL RULES

OUTFLANK; No.

INFILTRATION; Allowed (Special-see deployment)

4. OBJECTIVE

Both sides must try to advance into enemy territory and dominate the no-mans land area, while destroying enemy forces encountered along the way.

5 FIRST TURN

During Turn 1, both players must bring their first wave onto the table. These units can enter the table from any point on the player's DZE 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, and that units are not allowed to make an assault when they enter the table.

6. GAME DURATION

At the end of Turn 6, roll a die; On a result of 1-3 the game ends, on a roll of 4-6 play one further turn, then the game ends.



7. VICTORY!

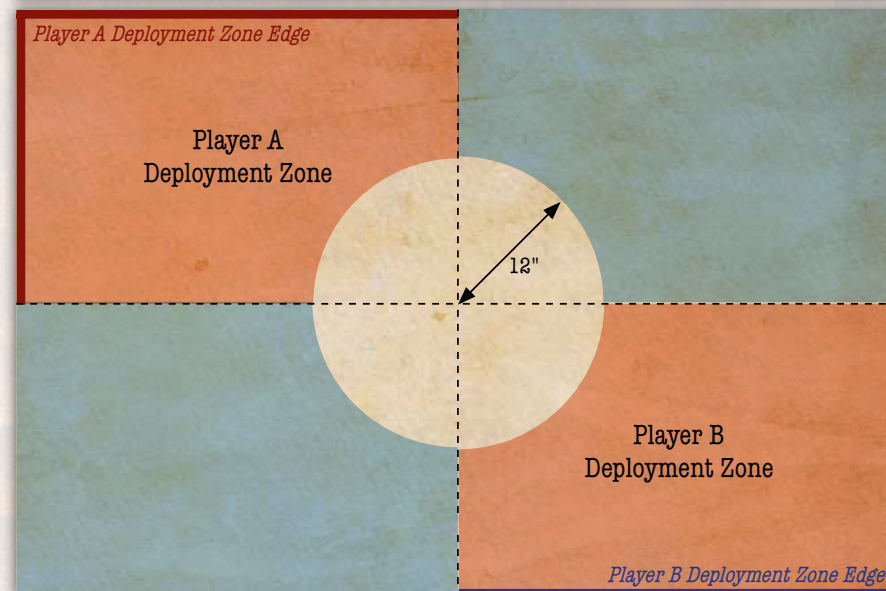
At the end of the game, calculate which side has won by adding up victory points as follows:

- You score 3 Victory Points (VP) for each of your units that is completely within the enemy deployment zone.
- You also score 1 VP for each of your units that is completely within either of the neutral deployment zones.

*NOTE; the 12" non-deployment radius shown in the deployment diagram is ignored for victory conditions.

- Lastly, you score 1 VP for each enemy unit destroyed. Units that have either fled off the table, or failed to come onto the table from reserve at the end of the game count as destroyed.

Secondary and Tertiary objectives do not feature in this calculation in any way.



Battlefield layout.

SHIFTING OBJECTIVES

LONG EDGES, MEETING ENGAGEMENT

5

1. SETUP

This scenario uses 5 Objective markers.

The first must be placed in the centre of the table, then both players roll a die, the highest scorer then places one of the remaining 4 objectives on the table.

Players take turns placing subsequent objectives until all are placed. Objective markers must be at least 8" from the table edge and at least 12" from each other.

Both players roll a die. The player who rolled highest may reposition one of the objectives up to 6" in any direction.

This may not be moved to within 8" of the table edge, but it MAY move to within 12" of another objective. The second player now may reposition one objective following the same rules.

The second player may choose to move the same objective as the first player.

2. DEPLOYMENT

Both players roll a die. The highest scorer chooses a long table edge to be their DZE, and then declares which of their units (if any) are being left in reserve (up to half of the players units, rounding down) while also declaring which units start the game mounted on which transport vehicle. The other player then does the same.

No units are set up on the table at the start of the game, and no units may use the infiltrate special rule. Any units not in reserve form the player's first wave.

Only order dice belonging to the first wave are placed into the dice bag for Turn 1.

3. SCENARIO SPECIAL RULES

OUTFLANK; Allowed.

INFILTRATION; No.

4. OBJECTIVE

Both sides must try to capture vital objectives while causing attrition upon the enemy forces to prevent their counter-attack.

5 FIRST TURN

During Turn 1, both players must bring their first wave onto the table. These units can enter the table from any point on the player's DZE 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, and that units are not allowed to make an assault when they enter the table.

6. GAME DURATION

At the end of Turn 6, roll a die; On a result of 1-3 the game ends, on a roll of 4-6 play one further turn, then the game ends.

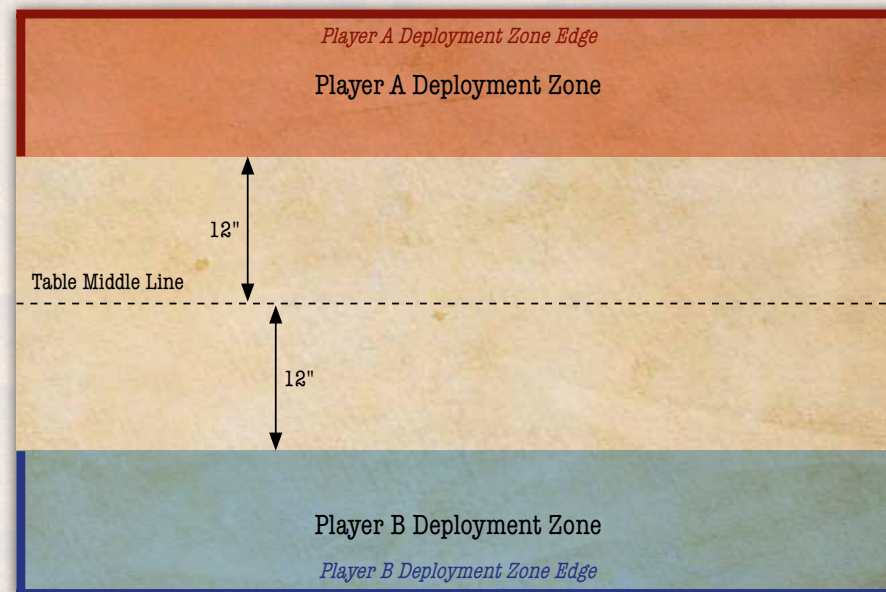


7. VICTORY!

At the end of the game, whichever side has the greater victory points total has won.

- You score 1 Victory Point (VP) for each objective held at the end of the game
 - To hold an objective, there must be one of your infantry or artillery units (or a transport containing such a unit) within 3" of the objective at the end of the game, and there must be no enemy infantry or artillery unit (or a transport containing such a unit) within 3" of it.
 - A Unit can only claim one objective at a time.
- You score 1 Victory Point (VP) for every THREE (3) enemy units destroyed.
 - Units that have either fled off the table, or failed to come onto the table from reserve at the end of the game count as destroyed.
 - For example; if a player had destroyed 7 enemy units during the game, that player would receive 2 VP- one for each complete set of three enemy units destroyed.

Secondary and Tertiary objectives do not feature in this calculation in any way.



Battlefield layout.

INTRODUCTION

In response to questions and further Armies of... releases, here are some clarifications/changes and answers to questions for players to note;

ERRATA

Future versions will contain errata if this is needed. Check <https://valhallagames.net> for updated versions of this Event & Scenario Pack Errata/FAQ.

FAQ

Q1; What is the standard of army painting that is required for the event?

A; Models are expected to be painted with three colours or more, and those models with bases to have basing material on them. The reason for this is to encourage goals for development of new players as well as maintain and grow the hobby by providing a great gaming experience. If you are starting out, please don't worry; if you have done your best and met these basic standards then you are more than welcome and our players are both encouraging and understanding- everyone has to start somewhere!

Q2; Can I bring my own food/drink to the event?

A; Yes! No problem whatsoever- and this is particularly encouraged for those with dietary requirements. Please note that alcohol is not permitted at the event.

