

HAPPY



version 1.0



Gaming Cafe

Artist Credit:

Popcorn Punk | "U.S. Marines Landing on Guadalcanal, August 1942" UPI/Bettman Archive

This packet contains all the information you need to participate in Slice and Dice Game Cafe's Bolt Action "Happy Tanksgiving" League, to be held from October 28th through November 30th. This packet may be updated over the coming weeks, and players will be notified of any edits.

If you have any questions, please feel free to reach out to Zander Franklin (#TreadHead101) or Josh Roach (#WarmasterJosh) on the Slice & Dice Discord.

This is a casual league, and will use the latest edition of the game (Bolt Action: Third Edition) and the and the September 2024 FAQ & Errata found here: [LINK](#).

Registration

Register and pay \$10 for this event on the Slice and Dice website found here: [REGISTRATION](#)

Signup and submit your faction on the Best Coast Pairings Website found here: [BCP](#)

The BCP and event registration deadline is 2359 hours (11:59pm) on Friday, October 25th.

What To Bring to Each Game

- Physical or Digital Copies of Your Army List for the Week
- Measuring Tools and Dice
- Physical or Digital Copies of your Army Rules
- Your Assembled Army
- A Sportsman-like Attitude!

Format

This event will consist of five games at 1 week each, with a small army building twist (next page):

- All games **must** be played at Slice and Dice Game Cafe.
- You are responsible for reaching out to your opponent, and scheduling your game within the round's allotted schedule (schedule and missions on the next page).
- Pairings will be based on match results in BCP.
 - This ensures that players will play games against players of similar skill level.
- Enter your victory points into BCP. In the event of differing victory point totals, but the game conditions dictate the match ends in a tie; make sure to select the appropriate box in BCP.

Prizes & League Dinner

There are several trophies up for grabs: Best Commander and Best Painted "Tank" (see the following pages for the Painting Competition), plus the ever-coveted Wooden Spoon award! Every league participant is invited to the League Dinner which is to be held on November 30th at 2:00pm, Eastern time. **This meal is complementary and included with the price of your ticket! Eat, drink, and play some games throughout the day!** The painting competition and awards will be held on this day.

Army Construction (Happy Thanksgiving!)

- Standard army construction for Bolt Action: Third Edition will be used (ie. 1+ Rifle platoons and 0-1 specialist platoons per rifle platoon taken), **except**:
 - You **must** include at least one armoured platoon in your army. All units in armoured platoons are discounted to 70% of their point values, rounded down (Eg. A 150pt vehicle will only cost 105pts).
- Units from the corebook and all 3rd edition minor nation PDF rules are allowed.
- Your total units shall not exceed 1,250 points, and have no more than 18 order dice.

WYSIWYG & Modeling

All models must be properly modeled with the correct weaponry. All infantry models must have a base attached to them, but teams are allowed to share larger bases. Non-Warlord Games product, 3D print, and proxies are allowed and encouraged.

Battle Ready / What is Battle Ready?

Armies are **not** required to be “Battle Ready” to partake in the event. We welcome new players who just collected their army, but want to incentive “slaying the gray.”

Sportsmanship & Conduct

We are all here to have fun! Your primary goal should be to make sure your opponent is also having a great game. The Tournament Organizers reserve the right to penalize poor sportsmanship, or remove problematic players from the event.

House Rules

Discuss with your opponent before the game on the mechanics of terrain pieces that will be used. Unless agreed upon by all players, all ruins shall be considered Rough Ground, Dense, and Hard Cover. Any/all multiple launchers may **not** use spotters or observers for line of sight.

| Round | Scenario | Deployment Zone & Type | | Time Frame |
|--|------------------------|------------------------|------------|---------------------|
| 1 | 2. Key Positions | Meeting Engagement | Long Edges | Oct 28th ~ Nov 2nd |
| 2 | 3. Break Through | Prepared Positions | Long Edges | Nov 4th ~ Nov 9th |
| 3 | 4. Top Secret | Fog of War | Long Edges | Nov 11th ~ Nov 16th |
| 4 | 6. Hold Until Relieved | Meeting Engagement | Long Edges | Nov 18th ~ Nov 23rd |
| 5 | 5. Demolition | Prepared Positions | Quarters | Nov 25th ~ Nov 29th |
| League Dinner, Painting Competition, Awards, Open Play | | | | 2:00pm, Nov 30th |

Painting Competition (Best Painted “Tank”)

The painting competition will be held on November 30th preceding the awards.

To qualify, you must enter the units in your army’s required armor platoon. These units do not have to be “tanks,” but can be any armoured fighting vehicle (armoured car, self-propelled gun, command halftrack, gun truck, etc...)

Below is the rubric that will be used for the painting competition. Players are not required to enter, but we urge everyone to celebrate the hobby progress they have made over 5 weeks of play!

- **Painting (possible 15 points)**
 - Three Color Minimum; primer paint allowed to be shown... 3 points
 - Fully Painted Basecoats; clean lines with no splatter... 6 points
 - Tabletop Quality; fully painted, some highlights/shading... 9 points
 - Parade Quality; fully painted using multiple techniques... 12 points
 - Display Quality; advance techniques/blending/weathering... 15 points
- **Display Board (possible 5 points)**
 - Basic; tank is on any display board (eg. cookie sheet)... 1 point
 - Moderate; display has scenic or decorative elements... 3 points
 - Advanced; display creates a narrative or enhanced environment... 5 points
- **Something Special (possible 5 points)**
 - This category includes kitbashes, conversions, decals/freehand, and unique modeling elements where a player has gone above and beyond to create something special and unique about their army.

