

THE SAD MUPPET'S BOLT ACTION CAMPAIGN 22ND APRIL 2014

**8 GAMES OVER 4 MONTHS....
ONE TURN EVERY TWO WEEKS....
CAN THE ALLIES WIN THE WAR AGAIN, OR WILL THE AXIS SUCCEED THIS TIME....**

**PRIZES FOR....
BEST ALLIED GENERAL
BEST AXIS GENERAL
MOST FURBARS OVER THE 8 GAMES**

**TURN ONE & TWO 600PTS
TURN THREE & FOUR 800PTS
TURN FIVE & SIX 1000PTS
TURN SEVEN & EIGHT 1250PTS**

TURNS ONE, THREE, FIVE AND SEVEN WILL BE STANDARD MISSIONS FROM THE MAIN RULEBOOK

TURNS TWO, FOUR, SIX AND EIGHT WILL BE CUSTOM MADE MISSIONS

SO EMAIL ME AT PAUL@SADMUPPETS.ORG IF YOU WANT TO JOIN AND LET ME KNOW WHAT ARMY YOU WILL BE USING. HOPEFULLY WE CAN EQUAL ALLIED AND AXIS TO MAKE THIS WORK.

As everyone has an army if different time lines of the war, it makes sense that we have some limitations on army builds. Lets be honest it would be tough for a Panzer I taking on an IS-2, Funny but tough.

So here are the restrictions:

Any Published Army or rule book platoons allowed, but Theatre Selections are up to you but are not required. (Maybe just Generic Reinforced Platoons for everyone?!?)

No armour of the Damage value 9+ or higher. (So highest type of tank/AFV you can have is Light Tank 8+) If you need to model rep for a lesser tank, please make sure your opponent knows before the game. I don't expect everyone to go out and buy new tanks just for this.

Special characters are not allowed.

Once your game has ended.

I think I will run the results like a tournament .

Scoring:

Major win: 3 Points

Minor win: 2 Points

Draw: Attrition value breaks the draw, highest gets 1 Campaign point.

Attrition must be recorded for each game as it is used as a point spread for campaign points.

At the end of each game, each player calculates their total losses as follows: (Note: vehicles immobilize count as half points, free units give no points)

Each unit lost - full points cost of unit; and

Each unit reduced to half strength - 50 per cent of unit cost.

Unless stated in the mission, below is how a games results end.

Difference of 350 points - Major Win

Difference of 150 to 350 points - Minor Win

Less than 150 points - Draw- attrition tie break applies

Missions

Turn 1	600pts	Maximum Attrition
Turn 2	600pts	The Morning After
Turn 3	800pts	Demolition
Turn 4	800pts	Supply Run
Turn 5	1000pts	Envelopment
Turn 6	1000pts	A Decisive Battle
Turn 7	1250pts	Max Attrition
Turn 8	1250pts	A Bridge over the River.....

I have borrowed a couple of the missions from tournament's around the globe.

Flames of War (The Morning After) and Cancon 2014 Game Pack (A Decisive Battle and Supply Run)