

HOLD THE LINE! BRISCON 2020!



Polish infantry manning a Ckm wz.30 machinegun hold the line at the Battle of Wizna, September 1939

“Fix bayonets and hold this position! Don’t give the bastards an inch!”

TO: Andrew Krarup

Assistant TOs: Hari Turner & Trevor Laws

List Checker: Trevor Laws

When? 18th & 19th April

Cost? \$50 and the skulls of your foes!

Where? Anywhere the line falters!

Who? YOU!

Why? For honour! For glory! For the bragging rights!

Welcome to The Northern Alliance’s first themed event! After the memorable lead-up to Maximum Effort last year, we’re kicking off this year with something a little bit themed, a little bit relaxed, and a whole lotta fun!

So what’s the theme? Ain’t it obvious? HOLD THE LINE!

This is a theatre selector only event – within reason, as outlined below:

- 1250pts
- 18 dice cap
- Theatre selectors only, can be single or double platoons; however they must be from no later than December 1942!
- No Armoured Platoons
- Maximum of one flamethrower allowed
- Maximum of 0-2 ‘super units’ – SAS, Kaukopartio, Brandenburgers etc
- Maximum of 1 observer per list
- Lists to be submitted to Trevor Laws via FB Messenger

Schedule of Play

- Friday
 - Set-up

- Saturday
 - 0830: Briefing/additional set-up
 - 0900-1115: Round 1
 - 1130-1345: Round 2
 - 1345-1445: Lunch
 - 1445-1700: Round 3

- Sunday
 - 0845: Briefing
 - 0900-1130: Round 4
 - 1130-12:30 Lunch
 - 1230-1500: Round 5
 - 1500: Pack-up/prizes

The following unofficial selectors are allowed:

- Armies of Ethiopia

Event Special Rule – WHERE’S OUR FIRE SUPPORT?!

The battles are raging all along the front and fire missions are being requested by anyone with a radio – when an artillery barrage is called in by a forward observer (including a misfire), before rolling to assign pins & damage to the relevant units roll a D3 and consult the following chart:

D3 Roll	Result
1-2	Beggars Can’t Be Choosers: <i>The requested battery is busy, and so only a section of light howitzers is available for support.</i> If a 6 is rolled, use the 2” HE template instead of the 4”.
3-4	It’s Better Than Nothing: <i>The heavy guns are being used against priority targets, but a battery of medium guns are available.</i> If a 6 is rolled, use the 3” HE template instead of the 4”.
5-6	Wait, Over: <i>That’s not thunder, it’s our guns! God bless the Royal Horse Artillery!</i> Use the 4” template as normal. In addition, the bombardment radius is a full 12”, rather than 6”+D6”

Prize Categories

- **Best Axis General**
- **Best Allied General**
- **Best Minor General**
- **Encouragement Award:** TO’s & Sponsor’s Choice (Andrew Krarup, Hari Turner & Trevor Laws)
- **Bolt Action Badass:** Best Presented/Themed – basically the coolest army on the day, as voted by players

Rules changes

Axis Support (Hungarians, Bulgarians, Romanians)

- This is 1942, Tigers have only just started arriving while Panzer IVs & StuGs are just starting to be up-gunned with long 75s. The following vehicles may not be used: Tigers, Panthers, StuGs, long-barrelled Panzer IVs and all vehicles from '43 onwards may not be used

Tiger Fear

- This rule will be replaced with the following: **Battle-hardened Crew**: Regular or Veteran German vehicles will ignore the long-range modifier when rolling to hit with their main weapon. This only applies to vehicles with at least one armour value of 10+. Note that this only applies to anti-tank guns, not howitzers/AA guns.

Turret Jam

- Turret jam now only applies on a roll of a 1, and the turret will jam in the direction it is **currently** facing.

Motorcycles (infantry)

- Infantry squads equipped with motorcycles and sidecars may fire their LMGs (if present)

MMGs

- These weapons now inflict D2 pins. This change applies to fixed (i.e Infantry Team) MMGs/HMGs only. This does not apply to vehicle-mounted MMGs/HMGs.

Tank Destroyers

- Vehicles listed as tank destroyers or listed in the tank destroyer section of army lists gain the following rule: **Tank Hunter** – This unit may Advance and go into Ambush instead of shooting. However, whenever it has an Ambush order assigned, only the main gun may be fired. This rule only applies to Regular or Veteran vehicles.

Infantry Fighting Vehicle

- This rule applies to any Regular or Veteran transport vehicle with an armour value of 7+ and at least one weapon system. These vehicles are not automatically removed at the end of a turn in which they are closer to an enemy unit rather than a friendly one; however at the start of the following turn, the controlling player **must** use their first order die to move the vehicle out of harm's way. This must be done either through a Run or an Advance order.

Trucks

- All trucks with a transport capacity of 12 or more may take a forward-facing pintle MMG for +15pts. This only applies to nations that were not previously able to do so such as the Norwegians, Belgians, Finns etc.

Brandenburgers

- The Brandenburgers 'Sabotage!' rule is subject to the following change: "*Enemy units in reserve must take a single test at -2 to come on to the table.*" This replaces the current rule requiring two tests with a -1 modifier.

Fanatics

- Units taken from Armies of Imperial Japan that are rated as Inexperienced **do not** have the Fanatics rule as listed in the Army Special Rules, subsection Death Before Dishonour.

