Four Star Presents

Operation Circus

A Bolt Action Tank War Event

Let the Tigers Loose.

Operation Circus is inspired by Chicago Dice's **Armored Apocalypse.** Operation Circus is a 1500pt. Tank War tournament. Forces must be a single 1,500pt Platoon with a maximum of 12 Order Dice using a generic Reinforced Tank Platoon or Armored Theater Selector.

The event will be held at The Chicago Dice Dojo, June 1st 2024.

The entry fee is $15, Venmo, Zelle, or PayPal to Shane once registered. My Venmo is @Shane-Warning. If it asks for the last four digits of a phone number they are 9567.

Registration – To register for the event, email Shane at killerlitebb2016@gmail.com or message me on the Historical Dice Dojo Discord with your intent to play. The event is capped at 18 players.

The event can be found on Best Coast Pairings.
Army Lists Submission – Players are required to submit Army Lists in advance for review. Failure to submit Lists by the deadline will result in a points deduction. Lists are due by **Sunday, May 19th**. Submit to Shane on Discord or to killerlitebb2016@gmail.com.

Army Building Requirements

- Players can use a Generic Reinforced Tank Platoon or Armored Theater Selector when building their force.
- Units and Theater Selectors from *Theater* and *Campaign* books are allowed.
    - All *Theater* and *Campaign* books up to *Case Blue*
- 1500pts, 12 Order Dice max.
- **No** free units of any kind are allowed.
- **No** “Special Characters”/Heroes or War Reporters are allowed.
- **No Warplanes** allowed.
- **The Leadership Standard:** The Morale level of the Command Vehicle must be equal to or greater than the Morale level of the majority of the units in the platoon (rounding up).
- **Armored Apocalypse:** If your force contains **only** vehicles, Artillery and AT units (Bazooka, PIAT, Panzerschreck, AT Rifle, Dog Mine, etc.) you will be granted a bonus of 10pts added to your overall score.
- Forces, units, and Theater Selectors from *Campaign: Korea* are **not** allowed.
- The **February, 2024 FAQ & Errata** will be used for the tournament.

House Rules

- **Tank War:** This is a Tank War event. We want to see AFVs on the table! With that in mind, **only** vehicles can capture and contest Objectives. Infantry and Artillery **cannot** capture or contest Objectives.
- **Big Cat’s Gonna Hunt** – We all love Heavy Armor. It’s a rare sight to see during a standard Bolt Action game, but this is Tank War and this is the time to bring out the big guns and the heavy steel. The missions are designed with Tanks in mind.
- **Turret Jam:** The Turret Jam rule will **not** be used.
- **Lack of Radios**: The Lack of Radios rules are **not** in effect.
- **Tiger Fear:** Tanks that cause Tiger Fear are **not** affected by Tiger Fear.
- **Tank Assault:** The -3 Morale Test is **not** required for a Tank to assault a vehicle.
- **Wrecks:** Leave the wrecks of knocked-out vehicles on the table. The wreck counts as Soft Cover.

- **Command Vehicle:** Players will **declare** their Command Vehicle when it is deployed or arrives from Reserve.

Tank War Reminders

- Each force has a **single** Armored Platoon Command Vehicle per their Platoon organization.
    - The Command Vehicle Morale bonus is +1 to any friendly *armored* vehicle within 12”.
    - The Radio Network Armored Platoon Command upgrade brings the Morale bonus to +2.
        - Radio Network can only be taken if the three required AFVs are the same unit entry.
    - The Morale bonus applies to the Armored Platoon Command Vehicle itself.
- In Platoons that contain multiple vehicles with Command Vehicle special rule, the Morale bonus does **not** stack.

Model Requirements

All models used in the tournament must:

- Be WYSIWYG (What You See Is What You Get)
    - In other words, proxy models are **not** allowed.
- Have a minimum three colors

Any models that do not meet these requirements will **not** be allowed on the table.

Event Format

Match-ups will be predetermined for Game 1. The Game 2 and Game 3 match-ups will be based on Battle Points. Axis vs. Allies match-ups will be made whenever possible.

Grudge Matches

Have a grudge to settle? Want to challenge an old friend to battle? That's what this event is for! As long as both players agree, let Andrew know and he will get your Grudge Match set for ***any*** of the three games. That's right! You can Grudge Match all three games if you'd like!

It's time to settle the grudge.

Schedule

Times are subject to change. Will finalize in the coming weeks.

Saturday, June. 1st:
9 – 9:40am – Check-in/Set Up Tables
9:40am – Briefing
9:45 – 12:00pm – Game One
12:00 – 1:00pm – Lunch Break
1:00 – 3:15pm – Game Two
3:15 – 3:45pm – Break
3:45 – 6:00pm – Game Three
6 – 6:30pm – Scoring and awards

Event Scoring

The overall score for each player is a combination of:

- **Battle** – 60pts
- **Paint** – 15pts
- **Sportsmanship** – 30pts
- **Theme/Army List Submission** – 5tps

- **Armored Apocalypse** – +10pt bonus added to Battle score

Sportsmanship Scoring

Operating on the assumption that all players are good sports, opponents are **automatically** granted 10 points for Sportsmanship for each game. If it turns out that player's opponents are less than good sports, players need to report it to the TO, before the start of the next round, using the following categories and examples as a guideline. **Keep in mind:** Everyone gets a little salty now and then, forgets (or misplaces) their tape measure once in a while, temporarily forgets how a rule works, or changes their mind about a decision, etc.

Salty Attitude: Complain a lot. Constantly ask to see your rules—even for basic things. Act put-out if you ask to see their rules. Do not communicate intentions or establish agreement with regard to movement, line of sight, etc. Are impatient, dismissive, curt, etc.; sore losers or ungracious winners.

Unprepared for Play: Show up very late. Haven't read the tournament rules. Haven't read the mission description. Don't have the majority of the things needed to play the game (have to borrow a lot).

Incompetent Play: Unable to execute the core rules of the game without frequent referencing or coaching. Spend inordinate time looking things up (i.e. do not have materials prepared, marked, or printed for quick reference).

Questionable Play: Not quite cheating, but not aboveboard either. 'Generous' measurements or movement. Frequently take back movement or other decisions after they are in process. Not clearly distinguishing between similar units. Not keeping track of scoring. Abuse 'playing by intent' by failing to establish what their intent is, but taking advantage of what it 'could have been'.

Sportsmanship Deductions: In all cases, the judge(s) will decide whether the described behaviors are Minor, Major, or Extreme instances.

- Minor instances will be minus 1-4 points each.

- Major instances will be minus 5-9 points each and a visit from the TO.
- Extreme instances will be minus 10 points and a visit from the Head TO.

Paint Scoring

Paint will be scored using a rubric:

Paint Rubric – Armored Apocalypse – 08.2022Download

Awards

Prizes will be awarded for:

- **Best Overall** – Player with the highest total points.
- **Best Painted** – Player with highest Paint score, that is not

Army Lists

Players are required to submit Army Lists in advance for review. Failure to submit Lists by the deadline will result in a points deduction. Lists are due by **Sunday, May. 19**. Submit to Shane at killerlitebb2016@gmail.com or DM me on Discord.

You should bring five copies of your list to the event. One copy for you, one for each opponent and one for the TO.

Note on **EasyArmy** – We all use it and we all love it. But double check your lists against the book.