Version 4 Mid War, 3x 2.5 Hour Rounds, Red vs Blue in the Desert. Single Force 100 point Companies from the Battlefront Mid War North Africa / Tunisia Army Books including Mid War Monster / Wild Card units.  Yes, you can have an Allied Platoon (UK/US and Italy/Germany) but no Formation Command Cards or Second Formations or Allied Formations are allowed.

Lists due to Charlie Clay at tankrider@aol.com no later than 8/6/22, please. Battlefront Forces format is preferred but whatever will do.

Check in and Terrain setup 0800-0830. We'll get rolling with Round 1 at 0900 with an hour break for lunch between Rounds 1 and 2 and a half hour break between Rounds 2 and 3.

We'd like to make this a Red vs. Blue event as much as possible, but it will depend on what forces are brought to play.  We'll avoid gamers from the same club playing each other in Round 1 matchups.  Rounds 2 and 3 matchups will be by Red vs Blue current #wins/draws/losses standings.

\*EXTENDED MISSIONS PACKETS will be in use.

\*No limits to what posture you use. Attack, Maneuver, or Defend are all available for any round.

\*The players will roll a die after both have secretly chosen their Attack, Maneuver or Defend posture and then consult the matrix for the Mission.

\*Rounds will be 2.5 hrs in length with start time and time remaining reminders announced by the T.O.

\*Play halts and dice down at the announced end of the round.  A good sportsmanship guideline is if you cannot finish a game or a round in the time remaining, call it where you are.

\*To determine overall score we'll be using # of Wins/Draws/Losses with Tie Breakers of Sportsmanship Score, # of Enemy Platoons & Commanders Destroyed, and D6 Roll Off.

\*Prizes will be for Best General, Best Opposing General, Best Sport, Best Army, and please bring desert themed terrain for a table to be considered for the Best Table prize.