



OPERATION SPRING AWAKENING

BOLT ACTION WARGAME EVENT

SEPT 27TH & 28TH 2025

BURNHAM COMMUNITY CENTRE, BURNHAM. (CHRISTCHURCH, NZ)

EVENT OVERVIEW

Operation Spring Awakening is a two-day, five round Bolt Action V3 event, with players using 1250 Point forces.

Operation Spring Awakening is a fun, yet competitive event. We expect all games to be played with the fair, sporting attitudes that have become the hallmark of the Bolt Action Australia & New Zealand community, and all types of players are welcome- including any players from overseas coming to try their luck!

We are striving to hold the largest known Bolt Action event yet held in New Zealand on some of the best tables our community can muster, and with a large prize pool where every player will walk away with a prize.

It is time the New Zealand community showed how great we are-join up now!

LOCATION

The venue is located just outside of Burnham Military Camp, on State Highway 1, 32 Km outside of Christchurch.

There are no special access requirements to the venue as it is outside the military camp itself.

Further details about the venue, and travel & accommodation ideas can be found in the appendix to this pack.

TICKETS

Tickets are \$35 each, payable in advance due to fees being used for venue hire and the purchase of the substantial prize pool.

Tickets are limited to only 46 Players!; **23 Axis and 23 Allied players.** Players will be required to nominate which side they are playing on when purchasing their ticket.

Players wishing to register are to contact the Tournament Organiser, Dan via email:

valhallagames@hotmail.co.nz

At which time bank account details will be provided for payment for tickets.

GENERAL INFORMATION

AXIS VS. ALLIED

This is an Axis vs. Allied armies event. Players of nations who fought on both sides of the conflict during WW2 are to be flexible please if required to change sides in order to balance Axis vs. Allied player numbers, despite their preference stated when purchasing their ticket. The TO will contact any players affected this way after the list submission deadline, and as far in advance of the event as possible- thanks for your understanding!

TABLE/SCENARIO MATCHING

Tables will have set scenarios that suit that table's layout of terrain. During rounds, pairs of players will be playing different missions to each other-but at the end of five rounds all players will have played the same missions during the event.

SCENARIOS

The Scenarios played over the five rounds will be a mix of rulebook missions and tried -and-tested event scenarios from such groups as the Bolt Action Alliance. Some missions will have amendments which will be clearly pointed out. The scenarios will be a mix of objective, manoeuvre and attrition victory conditions- plan accordingly!

SCENARIO PACK

The scenarios, deployment zones and deployment types will be published as a scenario pack. Players who register and pay for their ticket will receive this pack via email either:

- 1st May 2025 (for those early birds!).
- Or (for those registering after this date); as soon as they have registered with the TO and paid for their ticket!



PROGRAMME

DAY 1, SAT 27TH SEPT

0815 Registration (player arrival), Draw opponents and quick brief

0900 - 1130 Game 1

1130 - 1225 Lunch

1230 - 1500 Game 2

1530 - 1800 Game 3

DAY 2, SUN 28TH SEPT

0815 Doors open for player arrival

0900 - 1130 Game 4

1130 - 1225 Lunch (Best painted/themed army judging)

1230 - 1500 Game 5

1500 - 1530 Pack up

1530-1630 Awards & photos

GAME TIMING

GAME DURATION

Games will be limited to a maximum of 2 hours 30 mins.

METHOD OF FINISHING GAMES

- Games should be played through to their full game length where possible within the scenarios and allocated time.
- Should a game still be in progress nearing the end of the 2 hrs 30 minutes then games should play on, drawing dice and activating units until time is called by the TO- at which time the current dice drawn (not a multiple-die 'snap-to' action) is to be resolved.
- Once this activation is resolved, proceed immediately to the end-of-turn sequence to conclude the game.
- No order dice are to be drawn after time is called by the TO.



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ARMIES, LISTS, & LIST SUBMISSION

POINTS & SOURCE BOOKS

To take part you will need a 1250-point army using force selection rules & published armies within the V3 rule book, V3 "Armies of..." books published, or the BA Minor Nations PDF supplement that are released prior to 18th August 2025.

The latest official V3 FAQ & Errata published up to 18th August 2025 will also be used. If an FAQ/Errata is published after this date and before the event then the TO May decide to use some elements, if this is the case then this will be clearly communicated prior to the event.

Those players whose army is from an "Armies of..." book that has been released for sale on or before 18th August 2025 must select their army from this book and not from the lists contained in V3 Rulebook.

Outside of these parameters, the only limit is "Don't be a Jerk!" ...If you are sniggering as you write your army list thinking of the suffering the other player will have (rather than the tactical difficulties their army will have) then dial it back a notch prior to submission!

WYSIWYG

Models should be 'What you see is what you get' (WYSIWYG), particularly infantry models. Note that the intent of this is not to the extreme of having players pulling machine guns off vehicles in order to meet this requirement, so sensible limits apply!

The TO may play in this event if there are late withdrawals etc. if so then the TO will use a relatively simple 'gumby' army.

SUBMISSION DEADLINE

Army Lists are to be submitted via email in either the Warlord Games format OR Easy Army Bolt Action format on or prior to 26 August 2025 to the email address found in the contact details on Page 6



RULES INTERPRETATION/DISPUTES

Try and resolve any rules disputes in a mutually agreeable way but if terminally stuck please ask the TO for a definitive decision. Once a ruling has been made by the TO, then that ruling will be applied to any further instances by the TO, in order to achieve consistency.

The expectation is that everyone will conduct themselves in a courteous and sportsmanlike manner building a fantastic atmosphere for the event.

In the unfortunate event that there is poor behaviour the TO will take appropriate action including issuing player(s) warnings. In the event of a player receiving a second such sanction or in the event of serious misconduct, said player(s) will receive penalties and/or be asked to leave the event.

Such incidents have never happened to date in our events- please lets all work together to ensure they never will!

SCORING & EVENT RESULTS

Players submitting their army lists on or prior to the submission date of 26th August will start the event with a single bonus point- don't miss out on yours for simply following the requirement!

VICTORY CONDITIONS

Results will be calculated as follows, based on the victory conditions for the scenario being played:

- Win: 5 points
- Draw: 3 points
- Loss: 1 point

BONUS POINTS

Additional points are also available in each game for:

- Players reaching any point of the 5th turn or later in their game (or finishing games prior to turn 5!): 1 point each player (note: if the TO is playing, then due to interruptions for rules decisions and administration, opponents of the TO will be awarded this point a turn earlier. i.e.; 4th turn or greater)
- Holding the Secondary objective at the end of the game (details below): 1 point.
- Players achieving a Tertiary objective (details below): 1 point.

Example; Johnny Frost has won his game against Ivan Chestikoff (5 points). In addition; they played into the fifth turn before having to stop due to time (1 point), and Johnny achieved a Tertiary objective (1 point). Although Ivan lost (1 point), he played into the fifth turn (1 point), held the Secondary objective at the end of the game (1 point) and also achieved a Tertiary objective (1 point). Total game score entered on the results sheet and handed in to the TO; Johnny 7 pts, Ivan 4 points.

The Tertiary objectives the players used and 'kill dice' won/ lost for each player are recorded on the sheet also.

SECONDARY OBJECTIVES

In addition to the victory conditions specified by the scenario being played, a Secondary Objective will be placed on the table.

Holding this Secondary objective at the end of the game will provide the player 1 point.

To hold the secondary objective, a player must have an infantry or artillery unit (or a transport containing such a unit) within 3" of the secondary objective at the end of the game, with no enemy units of any type also within 3".

TERTIARY OBJECTIVES

In addition to the victory conditions specified by the scenario being played, and the secondary objectives as described above, a series of minor objectives will be available to every player to achieve during their games.

Each Tertiary objective can be claimed only once over the event per player and only one can be claimed per game, per player as verified by your opponent.

At the END of their game, players may decide what Tertiary Objective they claim based on their game, it is recorded on the game result sheet both players complete and handed in to the Event Organiser. The Tertiary Objectives are as follows:

Smash and Grab – Destroy an enemy officer in Close Quarters.

Give no quarter – Destroy 75% or more of the enemy units (rounding down) in the game.

Not one step back – Win a scenario with 25% or fewer friendly units (rounding up) still represented on the table at the end of the game.

Against all odds – Win a game with 75% or more friendly units (rounding down) still represented on the table at the end of the game.

Suppressive fire – Destroy an enemy unit with pins (not failed morale test).

Panzerknacker – Destroy an enemy armoured vehicle with a shooting attack or assault (not pins, air strike or artillery strike etc.) with a unit under your control.

In conjunction with the secondary objectives on every table, the tertiary objectives ensure players always have something to play for in every game no matter how tough its going for you!

EVENT PLACINGS

The placings for the event will be calculated by cumulative points achieved throughout the event.

- Tie breakers will firstly be calculated on Win/ Draw/Loss (and bonus list submission) points.
- If required, further tie breakers will be decided followed by unit attrition or 'Kill dice'; Enemy units destroyed minus Friendly units lost throughout the event.

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PRIZES

There will be substantial prize support for the event, including from principal sponsors Warlord Games- in addition to other fantastic manufacturers and their retailers.

Prizes will include (but not limited to!);

- The first prize awarded will be the spot prize draw for participation, giving the player first choice of the prize pool!
- 1st, 2nd & 3rd Place Allied
- 1st, 2nd & 3rd Place Axis
- Best painted army
- Best themed army

The TO will endeavour to have prizes for every participant – stand by for regular updates on social media etc.!

CONTACT DETAILS

This concludes the event pack, if you have any questions please contact Dan, The Tournament Organiser:

Dan Withers

021 160 5923 or

valhallagames@hotmail.co.nz

Thank you, and we look forward to hosting you all at OPERATION SPRING AWAKENING!

Regards, Dan.

PLAYER CANCELLATION POLICY

Due to entry fees being used to pay for the prize pool and venue hire well in advance of the event, if players withdraw then the following will be adhered to:

- Withdrawal prior to 27th June; Player may choose either a refund or a free ticket to the 2026 event
- Withdrawal between 27th June -27th July; no refund but free ticket to 2026 event
- Withdrawal on or after 28th July; No refund.

I trust that participants can see the intent of goodwill balanced with the need to pay for expenses in a timely manner in this process-thanks in advance.

ITEMS TO BRING

Please bring:

1. Your fully painted army! Ideally with a tray or some similar item for transporting between tables;
2. A tape measure and bolt action templates;
3. Paper and pen;
4. A copy of the V3 Rule Book, and your "Armies of" book or official minor nations PDF you are using.
5. A copy of the Errata/FAQ in use;
6. Multiple copies of your army list for yourself and opponents;
7. 'Round corner' Order dice (two different coloured sets if you have them), AND regular dice; and
8. An appropriate dice bag (If you have one).
9. Food?
 - There are options for getting food & drink nearby- don't forget to bring something to eat or cash/card to get something.
 - There are some (limited) snack options local to the venue
 - ...or you can go to Rolleston which is a fast 8 KM trip away via the highway and has considerable options available.

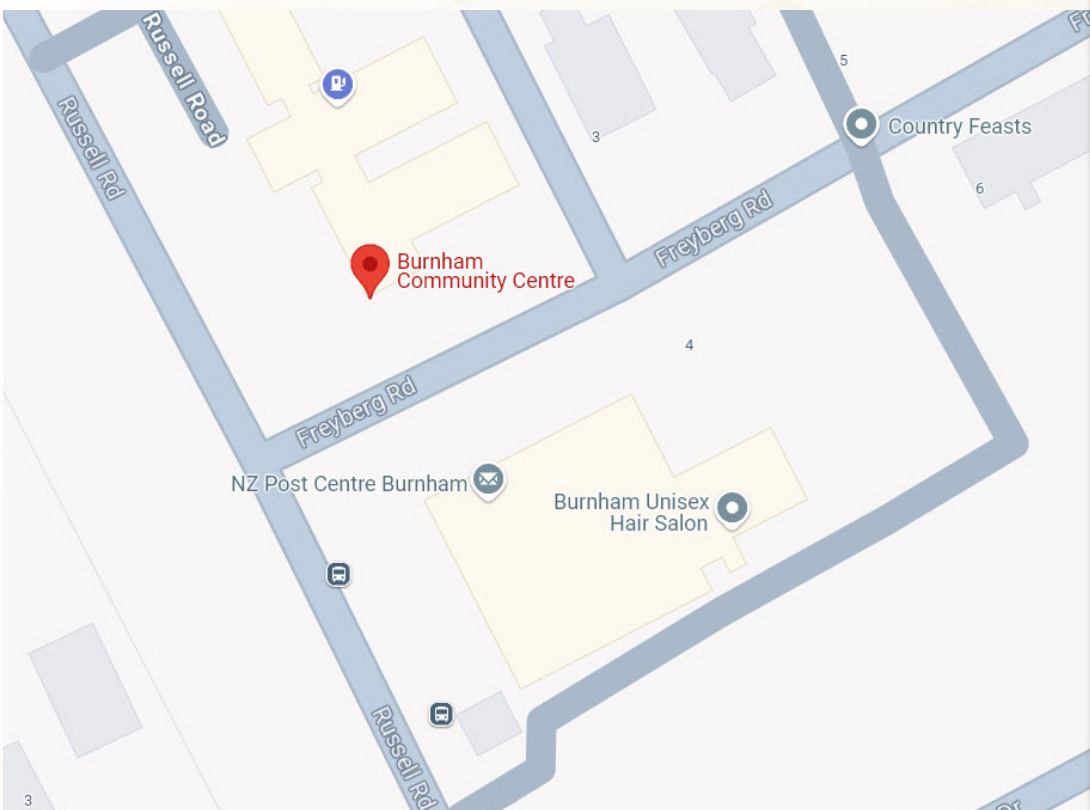
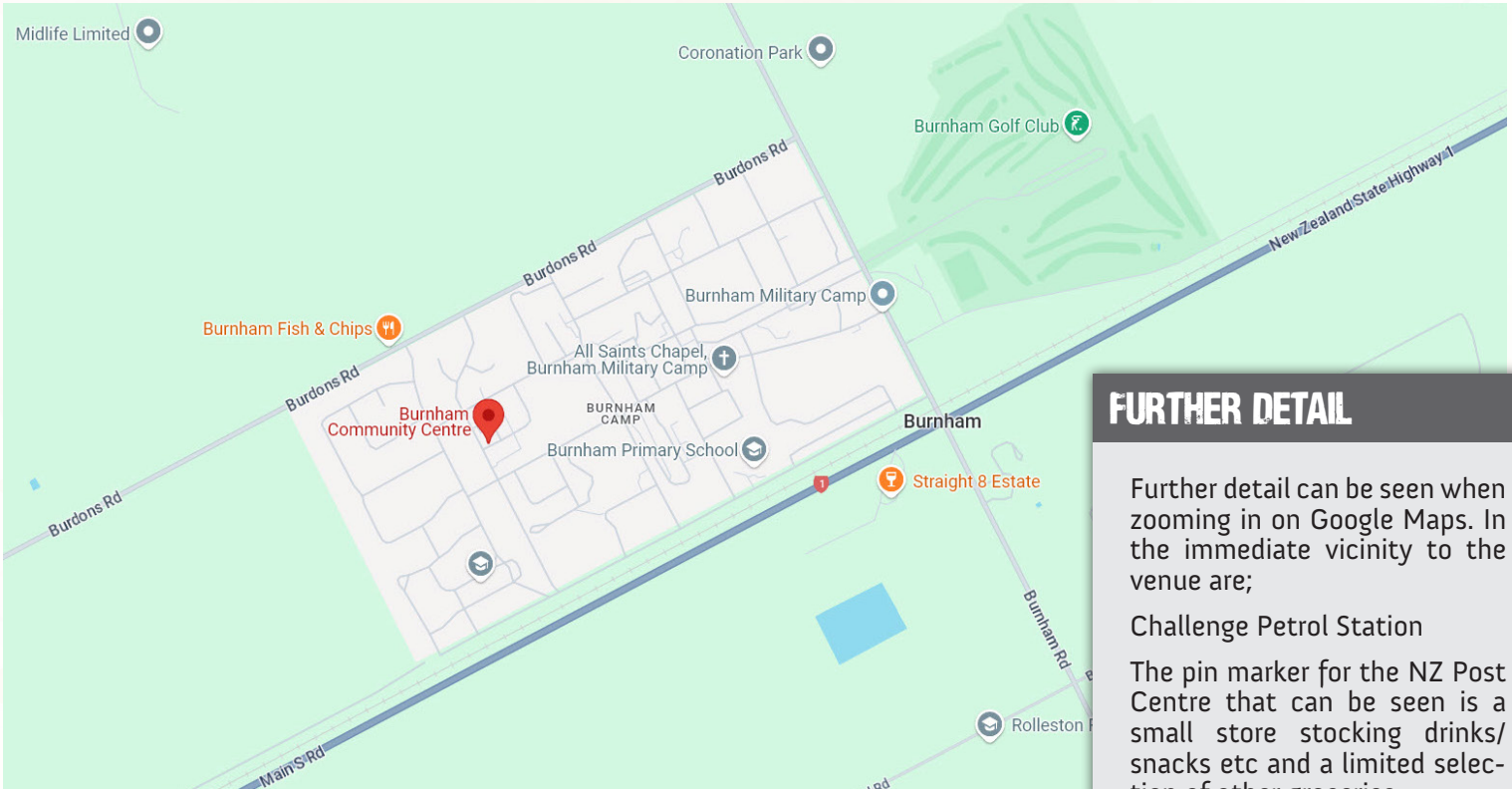


DETAILS AND PLANNING INFORMATION FOR TRAVELLERS

The general location of the Burnham Community Centre can be seen on the map below, and is easily found on Google Maps.

As it is outside the military camp itself, there are no special requirements for access to the venue and other visitors wishing to see the games in play are welcome also.

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BURNHAM. (CHRISTCHURCH, NZ)**



FURTHER DETAIL

Further detail can be seen when zooming in on Google Maps. In the immediate vicinity to the venue are;

Challenge Petrol Station

The pin marker for the NZ Post Centre that can be seen is a small store stocking drinks/snacks etc and a limited selection of other groceries.

There is a takeaway food store just off this portion of the map (on Burdons Rd, 2 minutes away by car from the venue) called 'Burnham Fish & Chips', whose opening hours (evenings) and details can be found on their facebook page.

Bus stops are located at the venue as can be seen on the zoomed-in map above. Buses service this stop from the bus interchange in Christchurch city.

The venue is 24 Km from Christchurch Airport, and only 8 Km from the nearby town of Rolleston which has multiple supermarkets, cafés, restaurants etc. For accommodation, nearby Rolleston has a motel and there are many boutique BnB locations in the vicinity.

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