

**BREAKTHROUGH ASSAULT**

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Present The



UK Nationals 2023

23/24 Sep 23

**Dates:** Saturday and Sunday, Sep 23-24, 2023

**Venue:** Battlefield Hobbies, Unit 1, South March, The Old Boatyard, 2 S March, Daventry, NN11 4PH.

**Tournament Format:** V4 Flames of War Mid War, 100 points. 5 rounds over 2 days, 2.5 hours per round, Extended Battle Plans. 2 Formation limit. Players can only have one allied nation or support unit from another nation.

**Points:** The event will use the updated MW tournament points (due release Dec 22/ Jan 23 at time of writing the rule pack).

**Player Limit:** 40

**Tournament sign-up:** Tickets on sale from Battlefield Hobbies.

**List submission:** email [Breakthrough.assault.blog@gmail.com](mailto:Breakthrough.assault.blog@gmail.com)

- All lists **must** be produced on Forces of War and include the player's name.
- Players may submit both a Axis and a Allied list. Players should note '*primary*' or '*secondary*' in the list title which will be considered their preference for match ups.

**Books:** Players may use any V4 MW book published before Jul 23. No community or user produced cards may be utilised.

Mid War Monsters: Battlefront introduced new vehicles with the 2022 MW compilation books, the so-called Mid War Monsters. This event will allow those that saw combat on 1942-42. These are:

- Germany: Dicker Max, Sturer Emil, Bunkerflak, PZiF,
- Italy: Semovente 90, Semovente (Long) Sp.
- USSR: BA-64

To put it another way, you may not use:

- Germany: Tiger P
- Hungary: Zrinyi, Turan I, Turan II.
- Romania: TACAM T-60.
- Italy: P26/40.
- USSR: T43, KV-3, KV-5, IS-85
- UK: Boarhound, Churchill GC 3", TOG 2", T14
- USA: M27, T14, M6, T55.

List Submission Deadline: **11 Sep 23. Players are encouraged to turn their lists in early. Players should receive an email that their list is received and legal, if this is not received within a week from submission, players should resend their list. If a list needs to be edited it must be done by 18 Sep 23.**

**TOURNAMENT SCHEDULE**

## Sat 23 Sep 23

08:30 – 9:30 Check-in Briefing

\*Players should arrive by 9am.

0930– 1200 Round 1

1200 – 1300 Lunch

1300 – 1530 Round 2

1530-1600 Break

1600 – 1830 Round 3

## Saturday 24 Sep 23

0930 – 1200 Round 4.

1200 – 1300 Lunch – Leave armies out on display for painting competition

1300 – 1530 Round 5

1530 – 1600 Table clear up and results.

## RULES AND REGULATIONS

- All armies must be fully painted. Any miniatures not fully painted will be pulled from the table prior to starting the tournament. No proxy models are allowed, as the player should use the correctly sized vehicles as well as gun and infantry teams. Infantry teams represent different weapon configurations eg a Rifle/MG armed infantry platoon may be used as MG armed infantry platoon as long as platoons are clearly marked. If in doubt ask prior to the event.
- Units should be clearly distinguishable i.e Be able to differentiate one infantry platoon from another.
- The event will randomise match ups for round 1 with subsequent rounds based on score. Players will not play the same player more than once. Where possible Red vs Blue match-ups will be produced. Where players have two lists the round match up will state which list the player is to utilise.
- We will use Extended Battle Plans A single dice will be rolled by the TO for each round and this will be the score used for all games based on the stances chosen. **Players should download or print the most recent packet.** Link for packet is below:

[Click to see the Missions for Flames Of War...](#)

**Game time:** Players are responsible for monitoring the time and the judges will announce time intervals throughout the tournament. A true act of sportsmanship is not starting a new turn if both players will not be able to finish that turn. The game

should be called if both players cannot finish their turns and the results should be calculated.

**Tables:** Any offers of tables will be greatly appreciated and allow players to show off their own battlefields. If you can supply a table please email [breakthrough.assault.blog@gmail.com](mailto:breakthrough.assault.blog@gmail.com)

**Terrain:** Players must discuss terrain before they start the game and agree definitions (eg low rise vs hill). They should also mutually agree how to position models for 'hull down'. For simplicity and speed, all tall terrain is to be considered 'infinitely tall'. ie you may not sit in a bell tower and see over a smaller building.

**Measuring:** All movement of models should be done with a tape measure/measuring stick. Once lifted a model may not be returned to it's starting position unless a marker was placed down to confirm its position.

**Dice:** Each player is to supply their own dice. A player may request to use their opponents dice at any point. To avoid confusion over 'cocked dice' it is suggested any dice not flat on the table (or in a dice tray) are re-rolled. Dice trays must be on the table and rolls visible to your opponent.

**Slow Play.** Slow play is to be actively discouraged, repeated offenses may result in loss of points or forfeited matches. If you cannot play a game to completion due to size/compliment or familiarity with your army, you might want to revisit your choice. Most players should be able to complete their turns within 10-15 minutes. Slow deployment is also slow play. If a player feels their opponent is deliberately being slow in deployment, contact a TO and they will observe the remaining deployment and set time limits if required.

**Ending a game:** When time is called the game must immediately finish their action. New turns cannot be started even if starting a new turn would award an immediate victory or cause a player to make a company morale check. SEE the bullet points above.

**Cheating:** If a TO observes or has a issue of cheating raised (and upheld) to them then the offender will forfeit their current game and score 0 points. Their opponent will score 8 points. If the player is observed cheating again then they will be asked to leave the event (no refunded offered). The TO's decision is final.

**Rules queries:** Sometimes there will be differing interpretations of the rules. Either they are unclear or someone has mis-understood. Players should have access to the latest LFTF and check if the answer is in it. If not and both players agree then roll a dice decide the outcome. Otherwise ask a TO to adjudicate, their decision is final.

**Painting Competition:** Any players that wish their armies to be considered for the best painted competition will stage them on their current table. A display board is not judged but is useful for moving your army. Only BF models will be considered for the painting competition.

Unit histories are not necessary.

Army lists must be submitted to [breakthrough.assault.blog@gmail.com](mailto:breakthrough.assault.blog@gmail.com) using [Forces of War](#).

### **TOURNAMENT SCORING**

Victory points will be used to determine the final placings at the event. In the case of a tie the number best sporting votes for each player will act as first tie break followed by number of 8:1 wins will be the decider.

Awards: Here is a list of the awards that will be presented

- Overall Winner
- 2nd Place
- 3rd Place
- Best Sportsperson
- Best Painted

Best Sport is chosen by players. At the end of the tournament players will choose the best Sportsperson they played. The player with the highest score will win the award. If tied, then the breaker will be VPs across all 5 games.

Best painted will be chosen by the Breakthrough Assault and BF reps.