

Gagetown Gaming Club
Late War 1650-point Tournament
26 July 2013



1. Rules: Current Flames of War Edition Rules (v3) and Third Edition Q & A.
2. Registration: This event will be at a small venue, so initial registration is limited to 12 players. If there is more interest, this can be expanded pending finding a suitable venue.
3. Player Requirements: Players are required to bring their 15mm Flames of War armies, and a minimum of five (5) copies of their army list (printed or handwritten) in order to provide one copy of their army list for each of their opponents, the organizers and one for themselves. Players are also responsible for supplying their own dice, measuring device, tokens and templates required for play. Each player must have two (2) objective markers. Players must register their army lists with the tournament organizers no later than 11:59 pm 12 July 2014 to gagetowngaming@gmail.com. The entry fee of \$20.00 (Canadian) must also be paid at the same time as registration. Funds can be sent by PayPal to dwgarvin@gmail.com.
4. Painting, Modelling, Proxies and Conversions: All models must clearly represent their troop type.
5. Army Lists & Composition: Armies from the *late war* gaming period must be found in related version 3 publications authorized by Battlefront and must tally no more than 1650 points. Any official lists from the Battlefront official website will be permitted. Army lists may use the Easy Army format found at: <http://www.easyarmy.com> or any approved Battlefront format and include the player's full name, e mail address, army list being used (eg: Udarny Strelkovy Batalion), book or website reference (eg: Red Bear) and type of company (eg: Tank, mechanized or infantry). Fortified companies are not valid for this tournament.
6. Format and Rounds:
 - a. Pairing. The tournament will be conducted with three (3) rounds of play. The players in the first round will be matched using a random pairing, with Axis fighting Allies as best much possible. In subsequent rounds the opponent selection will be determined by results from the previous round (winners playing winners, losers playing losers) with Axis fighting Allies as best much possible.
 - b. Time. Each round will last two (2) hours in length or less. At the 1 hr. - 45 min mark of each round the tournament official will call "Last Round!" At this time, players should complete their final turns. If the player that began the match has already finished their turn, then the second player should take his/her final turn.
 - c. Byes. In the event of an odd-number of players, it may be necessary to give a player a by in a round. The player will be drawn at random. To compensate, the player will be given 6 points for the bye. No player will have more than one bye.
7. Tournament Scoring: Each gamer's score is based on the following three factors:
 - a. Generalship: 60%
 - b. Historical Army: 20 %
 - c. Sporting Play: 20%

8. Generalship (Best possible score: 18). Each battle will be scored using the following point scoring system designed by Battlefront:

VICTORY POINT TABLE			
Winner's losses	Result	Winner's VPs	Loser's VPs
0 Platoons	Stunning Victory	6	1
1 Platoon	Major Victory	5	2
2 or more Platoons	Minor Victory	4	3
LARGE FORCES			
Forces with 9 or more platoons ignore first platoon destroyed			

a. Draws: Generally speaking there are no draws in Flames of War; however, games that end due to time expiring are scored as 1-1 games. With +1 point awarded for each of your opponent's platoons you destroyed up to max score of 3-3. In some scenarios victory conditions are based on achieving certain goals by the beginning of turn 6. Should the game time expire without the stated victory conditions being met by turn 6, than the attacker, if he/she has captured an objective, is declared the winner. Otherwise the defender wins.

9. Historical Army (Best possible score: 20): Gamers will be scored by both the umpires and the other players for the historical and modelling quality of their force:

a. Force List (5%)

- i. Name A player gets this point if their force list has their name on it. It's amazing how many will forget this!
- ii. On Time A player gets this point for submitting a **legal** force list on time.
- iii. Formation and battle A player gets these two points by identifying the division, brigade or other formation it represents and the battle it fought at. This does not need to be highly detailed. Simply stating that their force is from the 3rd Armored Division during Operation Cobra in July 1944 is enough to get these two points.
- iv. Platoons Identified A player gets this point as a bonus if they provide more detail about the identity of their force, for example by identifying the company that they are fielding and the source of the supporting platoons, e.g. the Tank Company is George Company, 32nd Armoured Regiment, and the Armoured Rifle Platoon is 1st Platoon, Charlie Company, 36th Armoured Infantry Battalion, etc.

b. Presentation (5%) (1 point for each of the following):

- i. Uniformly Painted A player gets this point for having their force painted in a uniform style to a uniform standard. It doesn't matter whether they are works of art or simply workman-like. What is important is that they look like they belong together.
- ii. Strong Visual Theme A player gets this point for going a step further with their force and giving them a strong visual theme. This could be something as simple as having them all camouflaged and based in the same style and all bearing the same style of markings. On the other hand, talented players could go to town on this.
- iii. Markings on Vehicles A player gets this point if all of their vehicles bear appropriate markings. This is about attractively presented models, not rivet-counting. It doesn't matter if the markings are not perfectly historical, as long as they are generally appropriate.
- iv. Platoon Commanders Identifiable A player gets this point if all of their platoon-command teams are identifiable. This will not generally be a problem for infantry and gun platoons. Tank and transport platoons should have the platoon commander's vehicle readily identifiable either through markings or through the way they are modelled (e.g. having different commanders for instance). Don't forget that weapons and supporting platoons like anti-aircraft tanks and self-propelled guns need identifiable commanders too!
- v. Background A player gets this bonus point for having an interesting historical background for their force. This allows other players to appreciate the historical role of the force.

- c. Painting Quality (5%)
 - i. Unpainted army: 1 point
 - ii. Poorly painted or just undercoated: 2 points
 - iii. Good basic painting: faces, hands, boots and guns: 3 points
 - iv. Well-painted force with added details, accurate colours and scenic basing: 4 points
 - v. Every model is a masterpiece: 5 points
 - d. Peer Awards (5%) During the dress parade, players will judge each others' armies, up to a maximum of five points each. The maximum score per player will depend on numbers in the tournament. The HPS will be the number of players x 5.
10. Sporting Play (Best possible Score: 20). Giving points for good behaviour discourages the win-at-all-costs approach and helps make sure that everyone has a pleasant time. There's no point in winning on the battlefield if you lose the tournament by being unpleasant to your opponents. A gamer is scored by the people they play against in two ways:
- a. Round-by-round scores (15%). The first part of this is the points awarded by every player to their opponent after each game. The players can award their opponent 1, 4, or 5 points depending on the degree of sporting play they displayed. The system uses 1, 4 and 5 as the sporting play ratings because most players are good sports. By allowing a choice between 4 or 5 points for a sporting player, you allow their opponent to rate them as good or excellent. The rating of 1 is only for really unsporting players. Umpires will check all ratings of 1 assigned by players to make sure that they are genuine cases of unsporting play, and not deliberate attempts by an unsporting opponent to sabotage the player. The vast majority of player's should score 4 points.
 - b. Player Votes (5%). At the end of the tournament, every player votes for the opponent they played against that was the most sporting and the most enjoyable to play against. The number of votes is then totalled and points allocated base on the number of votes each player receive, with the player getting the most votes will get the full 5%, and the remainder getting 0. If there is a tie for first, both players will receive the full 5%.
11. Rule Clarifications: Pre-measuring is allowed in Flames of War. If you have a rules query or conflict, please check in the relevant version 3 rule book section and Edition 3 Q & A. If agreement cannot be reached by the two players then roll a die. Otherwise consult the tournament officials. You may use the published Warrior Teams at this event, but ensure you are familiar with their rules and you have a copy of the rules for these Warrior Teams for your opponent to refer to during the game.
12. Missions: There are three (3) missions in the event. All scenarios can be found in the official Flames of War Rule Book v3. Missions. All tournament games will play the same scenario based on a random drawing during the setup.
13. Missions to played are as follows:
- a. Fair Fight;
 - b. Defensive Battle; and
 - c. Mobile Battle.
14. Attacker.
- a. Tank companies will always be the attacker against a mechanised or infantry company.
 - b. A mechanised company will always be the defender against a tank company and the attacker against an infantry company.
 - c. An infantry company will always be the defender against a tank or mechanised company.
 - d. When two companies of the same type face off, both players roll a die, and the player with the higher roll attacks. Re-roll ties.
15. Terrain and Tables. All games are played on 6' x 4' surfaces. Tournament organizers will preposition terrain before the tournament begins. Players are **not** allowed to move any terrain pieces regardless if both players agree or not. Once terrain is placed it is played as it sits.
16. Late Arrivals: The following rules will be in force for the event:
- a. If you are ten minutes late or less, apologise to your opponent and get on with the game.
 - b. If you are between ten (10) to twenty (20) minutes late you start the game as if you had already lost a platoon for all game and scoring purposes - for instance if you are running an army based on four platoons and you subsequently lose two of your fighting platoons it would count as three platoons lost and two available to fight and therefore force a company motivation check. Also when working out the game score this counts as an additional platoon lost, so if you achieved objective without losing any of the platoons in your force is not count as a 6: 1 but rather a 5:2 as your lateness forfeited you a platoon.

- c. If you are between 20 and 30 minutes late then you count as starting the game with two platoons already lost as above.
 - d. More than 30 min late the game is scored as a 6-1 loss.
17. Schedule The following is the tournament schedule

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Time	Event
0800 – 0830	Introductory welcome and briefing
0830 – 0900	Set up Game 1
0900 – 1100	Game 1: Random Fair Fight Battle
1100 – 1230	Lunch and Dress Parade
1230 – 1300	Set up Game 2
1300 – 1500	Game 2: Random Defensive Battle
1500 – 1530	Set up Game 3
1530 – 1730	Game 3: Random Mobile Battle
1730 – 1800	Clean up/tally scores
1800 – 1830	Awards