



FLAMES OF WAR 1500PT LATE WAR TOURNAMENT

SATURDAY JANUARY 8TH, 2011

Welcome to our first Flames of War tournament of 2011. As relative newcomers to the game we are excited by the level of interest that the community has shown in this event and we would like to thank you for participating. We would also like to thank those that brought extra tables and terrain to make this event possible.

SCHEDULE

Registration	9:30a-10:00a
Game 1	10:00a – 12:00p
Lunch and Paint Judging	12:00p – 12:45p
Game 2	12:45p - 2:45p
Game 3	3:00p – 5:00p
Awards	5:15p

PLAYER INFO

Please fill out the form below and return to the tournament organizer to complete your registration.

RHQ PlayerId	Dog Tag # (USA Only)	First Name	Last Name		
Address		City		State	Zip
Email		Phone #	Army Type & Nationality		

TEMPERATE TERRAIN

Wheat Fields:



- Wheat fields are considered area terrain of limited height
- Teams moving in and through a wheat field use their *cross-country movement* speed
- Wheat fields are considered to be line of sight restricting terrain for infantry, man-packed and light gun teams, as well as for tank and transport teams that do not exceed the height of the wheat field. (i.e. to target one of these types of teams completely within a wheat field an attacker must be 6" or closer to them)
- Teams that exceed the height of the wheat field are considered concealed if they are within or on the far side of a wheat field from an attacker. This includes being concealed from teams within the same field.
- Attacking teams in an elevated position may fire upon any type of team in a wheat field normally, though the targeted teams still count as concealed.

Dry Fields:



- Dry fields are considered open terrain
- Teams moving in and through a dry field use their *cross-country movement* speed

Muddy Fields:



- Muddy fields are considered *difficult going*
- Teams moving in and through a muddy field use their rough terrain movement speed

Orchards:



- Orchards are considered area terrain
- Teams moving in and through an orchard use their *cross-country movement* speed
- Orchards provide concealment to teams being targeted within and beyond them
- Teams within the same orchard are concealed from each other
- Orchards do not restrict line of sight to any type of unit



Walls and Fences:

Walls and fences are considered linear terrain of the appropriate height with different properties based on their construction



- **Stone walls** provide concealment and bullet proof cover for units behind them. They count as *very difficult going* to cross
- **Wooden fences** provide concealment to teams behind them. They count as *difficult going* for teams trying to cross them

Hedgerows:



- Hedgerows are linear obstacles of the appropriate height
- Teams in contact with a hedgerow may see and be seen through it
- A team that is touching a hedgerow and being targeted through it by an attacker gains concealment
- Hedgerows count as *difficult going* for teams trying to cross them

Line of trees:



- A line of trees is *difficult going*
- A line of trees grant concealment to teams being targeted through them

DESERT TERRAIN



Line of trees:

- A line of trees is *difficult going*
- A line of trees grant concealment to teams being targeted through them

Embankment:

- Provides concealment and bullet proof cover for units behind them.
- They count as *very difficult going* to cross

Wadi/ravine:



- The steep sides of a wadi make them *very difficult going* to traverse

Gentle Hills:



- Use true line of site to determine concealment
- Teams traversing a gentle hill use their *cross-country movement* speed

Soft sand:



- Soft sand is rough terrain that counts as *difficult going*

Rocky Hills:



- Use true line of site to determine concealment
- Rocky hills count as *difficult going* to cross

GAME 1

6. THE CAULDRON

When night falls on the battlefield both sides traditionally exercise a tacit truce and rebuild their forces.

But last night was anything but typical. Under the cover of a midnight artillery barrage, the defender rallied and smashed through the attacker's front line, taking key terrain features and entrenching themselves amongst the unsuspecting enemy.

Mission Special Rules:

Defensive Battle (page 6),
Delayed Reserves (page 9),
Immediate Ambush (page 6),
Reserves (page 8),
Prepared Positions (page 8), and
Random Deployment (page 8),

YOUR ORDERS

ATTACKER

A massive enemy offensive has punched through the front line, taking up positions amongst yours during the night.

You must attack immediately to restore the situation and capture one of the objectives.

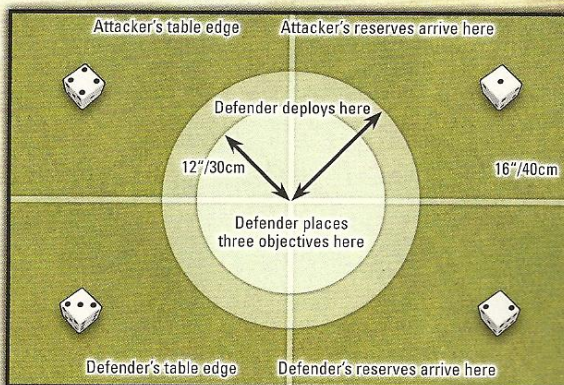
DEFENDER

You have pushed through the front lines during the night and taken vital ground from the enemy. Now, with dawn breaking, you must form a solid defence against the inevitable counterattack and hold your gains.

You must keep the enemy off the objectives.

PREPARING FOR BATTLE

1. Mark the centre of the table so that the table quarters are obvious to both players.
2. Use the Defensive Battles special rule to determine the attacker and defender.
3. The attacking player chooses the long table edge where their reserves will arrive. The defending player's reserves will arrive on the opposite table edge.
4. The defending player places three objectives within 12"/30cm of the centre point of the table and at least 12"/30cm from each other. The attacker then removes one of the objectives.
5. The defender nominates at least half of their platoons to be held in Delayed Reserve. All but one of the remaining platoons are deployed within 16"/40cm of the table centre point. The final platoon is held as an Immediate Ambush.
6. The attacker must nominate at least half of their



platoons to be held in Reserve. Any remaining platoons are deployed using the Random Deployment special rules.

7. Both players place their Independent teams in their deployment areas, starting with the defender.

BEGINNING THE BATTLE

1. Both players' forces begin the game in Prepared Positions, so their troops are in Foxholes and Gone to Ground.
2. Starting with the attacker, both players make Reconnaissance Deployment moves for any Recce Platoons they have on table.
3. The defending player has the first turn.
4. Deploy the defender's platoon being held in Immediate Ambush in their deployment area.

ENDING THE BATTLE

The battle ends on or after turn six when either:

- the attacking player starts their turn holding any of the objectives, or
- the defending player starts their turn with no attacking teams within 16"/40cm of either objective.

DECIDING WHO WON

The attacker wins if the game ended because they started one of their turns holding an objective. The enemy penetration has been neutralized and the defensive line held.

Otherwise the defender wins. All enemy counterattacks have been held off and the enemy force 'written down,' bringing a major breakthrough that much closer.

Calculate your Victory Points using the Victory Points Table on page 4.



GAME 2

8. HASTY ASSAULT

Attacking dug-in enemy formations became a mainstay of offensive operations. Massing local superiority to effect a breakthrough became the mark of a successful commander.

Mission Special Rules:

- Defensive Battle** (page 6),
- Delayed Reserves** (page 9),
- Immediate Ambush** (page 6),
- Prepared Positions** (page 8), and
- Reserves** (page 8).

YOUR ORDERS

ATTACKER

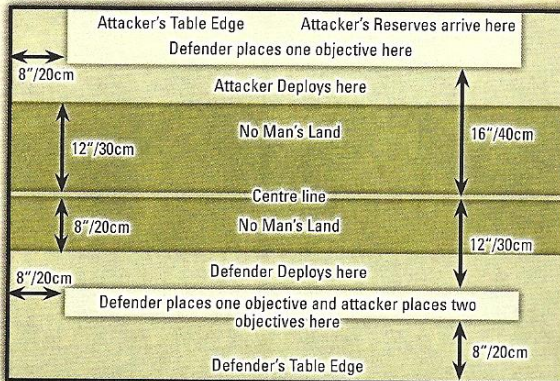
The enemy holds a position blocking your way to the final objective. Find a weak point and punch through their defence before they receive sufficient force for a counterattack.

DEFENDER

Hold until relieved! Weather the initial assault. You must hold your objectives until you have sufficient force to counterattack!

PREPARING FOR BATTLE

1. Determine who is the attacker and defender using the Defensive Battle special rule.
2. The defending player chooses the long table edge that they will deploy from. The attacker deploys from the opposite table edge.
3. The defending player places one objective in their deployment area at least 12"/30cm from the centre line of the table and not within 8"/20cm of any table edge.
4. They then place an objective in the attacker's deployment area at least 16"/40 cm from the centre line and not within 8"/20cm of either side table edge.
5. The attacking player now places two objectives in the defender's deployment area. Both objectives must be at least 12"/30cm from the centre line of the table and may not be placed within 8"/20cm of any table edge.
6. Starting with the attacker, both players nominate at least half of their platoons to be held off the table in Reserves for the attacker or in Delayed Reserves for the defender.
7. The defender holds one platoon in Immediate Ambush and deploys their remaining forces in their half of the table at least 8"/20cm away from the centre line.
8. The attacker now removes one of the objectives that they placed on the table.



9. The attacker deploys their remaining forces in their half of the table at least 12"/30cm away from the centre line.
10. Both players place their Independent teams in their own deployment areas starting with the defending player.

BEGINNING THE BATTLE

1. Deploy the defender's platoon being held in Immediate Ambush in their deployment area.
2. Starting with the defender, both players make Reconnaissance Deployment moves for any Recce Platoons they have on table.
3. All attacking and defending teams begin the game in Prepared Positions.
4. The defender has the first turn.

ENDING THE BATTLE

The battle ends on or after turn six when either:

- A player starts their turn in possession of any of the objectives that were placed in their opponent's deployment area, or
- The defending player starts their turn and there are no attacking teams on the defender's side of the table centre line.

DECIDING WHO WON

The attacker wins if the game ended because they started one of their turns holding an objective in the defender's area. The attacker has secured a key piece of terrain on the field, forcing the defender to withdraw.

Otherwise the defender wins. The defender has held their front line and halted the attacker's offensive.

Calculate your Victory Points using the Victory Points Table on page 4.

GAME 3

9. BREAKOUT MISSION

Surrounding a well defended position always opened the possibility of an enemy counterattack to relieve their besieged comrades. Encircling the enemy always extended the attacker's flanks making them vulnerable to being cut-off.

Mission Special Rules:

**Defensive Battle (page 6),
Mobile Reserves (page 9), and
Prepared Positions (page 8),**

YOUR ORDERS

ATTACKER

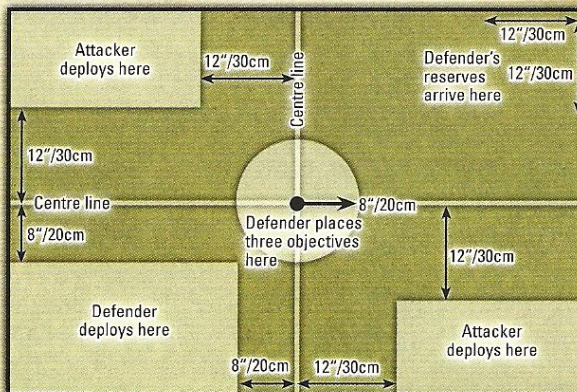
Encircle the enemy within your pincers. Keep them isolated from any relieving forces so they can be destroyed and the objective can be secured.

DEFENDER

Re-open the road between the rear area and your front-line troops before the enemy can encircle and defeat them. Do not allow him to close his pincers and isolate your defenders.

PREPARING FOR BATTLE

1. The attacker and defender are determined using the Defensive Battle special rules.
2. Mark the centre point of the table so that the table quarters are obvious to both players.
3. The defender chooses a table quarter to deploy in.
4. The attacker deploys in the two table quarters on the opposite diagonal.
5. The defending player places three objectives within 8"/20cm of the centre point of the table. All objectives must be at least 8"/20cm from each other.
6. The attacker then removes one of the objectives.
7. The defender deploys any or all of their platoons in the table quarter they selected at least 8"/20cm from both table centre lines using the Mobile Reserves special rule. All remaining troops are held off the table in Reserve.
8. The defender's reserves arrive in the opposite table quarter from their deployment along either table edge within 12"/30cm of the corner.
9. The attacker now places at least half their platoons in Reserve. Any remaining platoons are deployed in the remaining two table quarters at least 12"/30cm from both table centre lines. The attacker must place at least one platoon in each deployment area.



MISSIONS

10. The attacker's Reserves arrive on the table edge in either of the attacker's deployment areas within 12"/30cm of the corner.
11. Both players now place their Independent teams in their deployment areas starting with the defender.

BEGINNING THE BATTLE

1. The defender begins the game in Prepared Positions.
2. Starting with the defender, all Recce Platoons make their Reconnaissance Deployment moves.
3. The attacker has the first turn.

ENDING THE BATTLE

The battle ends on or after turn six when either:

1. The attacker starts their turn holding any of the objectives, or
2. The defender starts their turn with no attacking teams within 16"/40cm of an objective.

DECIDING WHO WON

The attacker wins if the game ended because they started one of their turns holding an objective. The attacker has prevented the defender from opening a supply route to the encircled defender's front line forces.

Otherwise the defender wins. The defender has prevented the encirclement and kept the route to Arnhem open.

Calculate your Victory Points using the Victory Points Table on page 4.



SCORE SHEETS

GAME #: 3	TABLE#:	DID YOU WIN? YES <input type="checkbox"/> NO <input type="checkbox"/>	
YOUR Name:		Opponent's Name:	
VICTORY POINTS TABLE (CIRCLE RESULTS)			
WINNER'S LOSSES	RESULT	WINNER'S POINTS	LOSER'S POINTS
0 Platoons	Stunning Victory	6	1
1 Platoon	Major Victory	5	2
2 or more Platoons	Minor Victory	4	3
My opponent's was (circle one)... A jerk. They made me cry! Good My new BFF. Big hugs!			
Favorite Opponent		Favorite Army:	

GAME #: 2	TABLE#:	DID YOU WIN? YES <input type="checkbox"/> NO <input type="checkbox"/>	
YOUR Name:		Opponent's Name:	
VICTORY POINTS TABLE (CIRCLE RESULTS)			
WINNER'S LOSSES	RESULT	WINNER'S POINTS	LOSER'S POINTS
0 Platoons	Stunning Victory	6	1
1 Platoon	Major Victory	5	2
2 or more Platoons	Minor Victory	4	3
My opponent's was (circle one)... A jerk. They made me cry! Good My new BFF. Big hugs!			

GAME #: 1	TABLE#:	DID YOU WIN? YES <input type="checkbox"/> NO <input type="checkbox"/>	
YOUR Name:		Opponent's Name:	
VICTORY POINTS TABLE (CIRCLE RESULTS)			
WINNER'S LOSSES	RESULT	WINNER'S POINTS	LOSER'S POINTS
0 Platoons	Stunning Victory	6	1
1 Platoon	Major Victory	5	2
2 or more Platoons	Minor Victory	4	3
My opponent's was (circle one)... A jerk. They made me cry! Good My new BFF. Big hugs!			