

Flames of War 2012 National Tournament Late War

Event: National Tournament Weekend
Location: Adepticon
Westin Lombard Yorktown Center
70 Yorktown Center
Lombard, IL 60148
www.adepticon.org
Date: April 20-21, 2012
Ticket Price: Registration and tickets are located at www.adepticon.org
Tournament: 6 Game, Late War Format (Friday-Saturday)
Points: 1575

Tournament schedule

Friday

Registration	0800-0930
Armies on Parade	0800-1000
Welcome and briefing	0930-1000
Game 1: Breakthrough	1000-1230
Lunch	1230-1330
Game 2: Cauldron	1330-1600
Break	1600-1630
Game 3: No Retreat	1630-1900

Saturday

Game 4: Fighting Withdrawal	0900-1130
Lunch	1130-1230
Game 5: Encounter	1230-1500
Break	1500-1530
Game 6: Free-For-All	1530-1800
Break	1800-1830
Awards	1830-1900

Rules and Regulations for National Tournaments

- All armies must be fully painted. Any miniatures not fully painted will be pulled from the table prior to starting the tournament.
- Rounds will be determined by game play results and each player will be seeded with an opponent of their caliber. Battle point match-ups are a higher priority than any other form of match-up so be prepared to play any army type or opponent.
- We will also attempt to match up Axis vs. Allies whenever possible but do not expect every game to work out historically.

- For the first few games we will attempt to avoid matching up same club members.
- 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 turn and the results should be calculated.
- When time is called the game must immediately end regardless of the action taking place in the game. 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.
- If two fortified companies face each other then they will play the No Man's Land Mission.

LATE WAR

- Any mission that uses the Free-For-All mission may be replaced with the Seize and Hold mission, located on page 27 in Das Book, if one of the armies is an Allied Airborne Company (Do not use the Seize and Hold mission located in D Minus 1). The Allied Airborne Company player must provide three Rommel's Asparagus for the defender to use during setup. Only British and US Airborne companies may perform a Seize and Hold mission. Hell's Highway and A Bridge Too Far Airborne companies may perform a Seize and Hold mission but must adhere to all the rules located on page 20 in Das Book. Due to the point differential no British Airlanding Companies may perform a Coup-de-main glider assault.
- Army Lists must be submitted no later than Friday, March 23rd, 2012. Unit histories are not necessary but we will consider any unit histories as part of your Armies on Parade score. **Exception:** Any player who qualifies for Nationals after March 23rd, 2012 and if you plan on attending you must submit your army list ASAP. Army lists **must** be submitted to USNationals@battlefront.co.nz on the generic army list excel spreadsheet located on the Flames of War website and include the following information:
 - Player's full name
 - Player's email address
 - Club name (if applicable)
 - Army list being used (For example: Udarny Strelkovy Batalon)
 - Book or website reference (For example: Red Bear)
 - Type of company (Tank, mechanized, infantry)
- Please refer to the following list of books, PDFs and website articles for legal armies.
 - Earth & Steel
 - Turning Tide
 - Stalin's Onslaught
 - Fortress Europe
 - Hammer and Sickle
 - River of Heroes
 - Hell's Highway

- A Bridge Too Far
- Dogs and Devils
- Stalin's Europe
- Cassino
- Red Bear
- Grey Wolf
- Army lists available on the Flames of War website listed under Official 1944-45. (This does not include any army lists currently 'Under Review'.)

Scoring: We will be using a simple software spreadsheet and here is the scoring breakdown we will use for the 2012 Nationals:

- Scoring Breakdown
 - Generalship: 70%
 - Sporting Play: 20%
 - Historical Army: 10%
- Draw Match-ups Ranking
 - Victory Points then Wins
- Generalship Scoring
 - Victory Points + 1 additional point for a Win

Awards: Here is a list of the awards that will be presented and how we determine the recipient. We determine the winners in order of the priority from top to bottom and no player may win more than one award with the exception of Player's Choice and Favorite Opponent. A player may win one or both of these awards as well as another award because the Player's Choice and Favorite Opponent awards are determined solely by the players and the remaining awards are determined by performance.

- Overall Champion (Generalship + Sporting + Army)
- Best General (Generalship)
- Best Sport (Sporting + Favorite Opponent votes)
- Best Army (Army + Player's Choice votes)
- 2nd Place Overall (Generalship + Sporting + Army)
- 3rd Place Overall (Generalship + Sporting + Army)
- For the Fatherland (Generalship + Sporting + Army for German players)
- Forgotten Hero (Generalship + Sporting + Army for Minor Axis players)
- Johnny Frost (Generalship + Sporting + Army for British players)
- Old Blood n' Guts (Generalship + Sporting + Army for US players)
- Hero of Mother Russia (Generalship + Sporting + Army for Soviet players)
- Favorite Opponent (Favorite Opponent votes)
- Player's Choice (Player's Choice votes)

Tiebreakers: In case of a tie all tiebreakers use the following order to determine a winner

1. Generalship

2. Number of wins
3. Sporting
4. Favorite Opponent votes
5. Rock, scissors, paper (Best 2 out of 3) ☺