

# Flames of War 2012 Masters Tournament Mid War

- Event: Masters Tournament Weekend
- Location: Embassy Suites  
9000 Bartram Ave  
Philadelphia, PA 19153
- Date: November 30 – December 1, 2012
- Ticket Price: \$0.00 and includes the following:
- Thursday, Friday and Saturday night hotel accommodations (You will have a roommate unless you request otherwise. If you request your own room you will be responsible for half of the cost and the room rate is \$115.00/night (room night prices subject to change for 2012) plus 15.2% room and occupancy tax.)
    - Check-in is 3PM. Check-out is 12PM
  - Hot buffet breakfast (every morning)
  - Lunch (Friday and Saturday)
  - Happy Hour from 5:30-7:30pm. Free beer, wine, cocktails and hors d'oeuvres. (every evening)
  - Free shuttle service to and from the Philadelphia Airport
  - Awards dinner banquet Saturday evening
- Costs: \$5 a day for parking your car in their parking lot
- Players: 18 players will be invited to the Masters. The Overall Champions from the Early, Mid, and Late War Nationals will have an automatic place reserved at the Masters. The Best General from the Early, Mid, and Late War Nationals will also have an automatic place reserved. The remaining 12 places (10 from the US and 2 from Canada) will come from the Rankings HQ website and will be determined at the end of the business day Friday, July 27<sup>th</sup>, 2012. The top twelve players (10 from the US and 2 from Canada) that don't already have a place reserved will be invited to the Masters and anyone who declines their invitation will pass their invite to the next person on their respective Rankings board. Invitations will only pass along to the top 24 players in the US and the top 10 players for Canada. NOTE: All tournament rosters must be turned in and processed by the end of the day Friday, July 27<sup>th</sup>, 2012. It is the responsibility of the tournament organizer and the players to ensure that all their rosters are turned in before July 27<sup>th</sup>. We will not retroactively add rosters if they are not submitted in time. The final roster will be determined the following week based on the Rankings ending July 27<sup>th</sup>.

RSVP	The 18 players invited to the Masters will be notified and will have until August 31 <sup>st</sup> to notify us of their attendance. On September 1 <sup>st</sup> the next players on the Rankings HQ will be notified of their invitation and they will have two weeks to respond. This process will continue until we have 18 players or we have reached the 24 <sup>th</sup> ranked US player and 10 <sup>th</sup> ranked Canadian player whichever comes first. Please notify us if you would like to request a specific person as a roommate or you would like to have your own room. The deadline for the room list is Monday, October 15 <sup>th</sup> , 2012. After this date Battlefront will assign you a roommate.
Tournament:	6 Game, Mid War Format (Friday-Saturday)
Points:	1550
Army Lists:	<p>Players will design their army lists using the following guidelines and restrictions:</p> <ol style="list-style-type: none"> <li>1. Select a nation</li> <li>2. Choose one of the following formats: <ol style="list-style-type: none"> <li>a. Infantry company and Tank company</li> <li>b. Infantry company, Mechanized company, and Tank company.</li> </ol> </li> <li>3. Each company type will be legally designed to 1550 points.</li> </ol>
Army List Usage:	Once the mission has been determined each player will secretly select a company to play. The attacker and defender will be determined once both players reveal their company type. If the player selected the infantry and tank company format then they will have to play 3 games with each company type. If the player selected the infantry, mechanized, and tank company format then they will have to play 2 games with each company type. Tokens will be given to each player to represent their company selections and during each round they will turn in the spent token to the judges.
Missions:	Each round a randomly selected mission from the mission type listed on the schedule will be determined prior to the start of the round. Once a mission is selected it will not be used for the rest of the tournament. In essence you will play six different missions but you will not know which missions they will be until the start of each round. The judges will have three bags each containing one chip for every mission under each mission type. One bag will contain all the Fair Fight missions, one bag will contain all the Mobile Battle missions and one bag will contain all the Defensive Battle missions. Each round a player from the tournament will be asked to draw a mission chip from the respective bag to determine which mission will be played.

### Tournament schedule

Friday

Registration	0830-0900
Game 1: Fair Fight	0900-1130
Lunch	1130-1230
Game 2: Mobile Battle	1230-1500
Break	1500-1515
Game 3: Defensive Battle	1515-1745
Happy Hour & Dinner	1745-1930

#### Saturday

Game 4: Mobile Battle	0900-1130
Lunch	1130-1230
Game 5: Defensive Battle	1230-1500
Break	1500-1515
Game 6: Fair Fight	1515-1745
Break	1745-1900
Awards Banquet	1900-2000

#### 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.
- 1<sup>st</sup> Round table assignments will be predetermined by seeding on the Rankings HQ website based on the time when the Masters players are determined. The top ranked player will be matched up against the lowest ranked player, the second highest ranked player against the second lowest player and so on until all players are matched appropriately.

#### MID WAR

- Please refer to the following list of books, PDFs and website articles for legal armies.
  - Eastern Front
  - North Africa
  - Army lists available on the Flames of War website listed under Official 1942-43. (This does not include any army lists currently ‘Under Review’.)
- Army Lists must be submitted no later than Wednesday, October 31<sup>st</sup>, 2012. Unit histories are not necessary. **Exception:** Any player who is invited after October 31<sup>st</sup>, 2012 and if you plan on attending you must submit your army lists ASAP. Please submit a separate army list for each company type. 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
  - Nation

- Book or website reference (For example: Eastern Front)
- Type of company (Tank, mechanized, infantry)

Scoring: Here is the scoring breakdown we will use for the 2012 Masters:

- Scoring Breakdown
  - Generalship
    - Each round will be scored according to the Victory Point scoring located in the hardback and softback rulebook. Total points possible 36 (unless there are special circumstances).
    - Players who win 6:1 will receive an additional 2 Victory Points
    - Players who win 5:2 will receive an additional 1.5 Victory Points.
    - Players who win 4:3 will receive an additional 1 Victory Point
    - Total Victory Points if a player wins all 6 games with a 6:1 score: 48
  - Sporting Play:
    - During every round each player will record their opponent's name.
    - At the end of the 6<sup>th</sup> game each player will rank their opponents in order from the best, most entertaining game to the least favorite. You should only compare and contrast the six games during the Masters to make it easier to rank each opponent. You should rank the players from 6 down 1 with 6 being awarded to the best player and 1 being awarded to the least favorite opponent. You can only use each number once so essentially you are ranking the players 6,5,4,3,2,1. Totals Points if a player receives 6 best opponent votes: 36
    - Favorite Opponent Vote. Once each player has been ranked the final vote is to circle one name to place your Favorite Opponent vote. The criteria for this vote can be any reason and often the vote is not rewarded to the best opponent. Whoever you feel deserves the Favorite Opponent Vote you may circle their name. Each player receives one additional point for each vote. Maximum points if a player receives all Favorite Opponent Votes: 6
    - Total Sportsmanship Points if a players maximizes the best opponent rankings and receives all Favorite Opponent Votes: 42
  - Final Scoring
    - 75% of the Victory Points
    - 25% of the Sportsmanship Points
    - Scores are carried out 2 decimal places and rounded to the nearest and rounded to the nearest hundredth.