

# PANZERSCHRECK XVII

## 2017

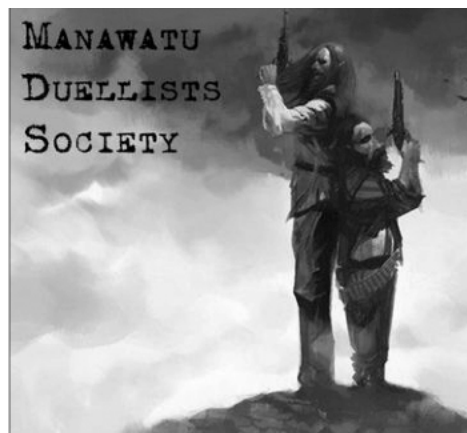
RIVERDALE SCHOOL HALL

SLACKS ROAD

PALMERSTON NORTH

Registration Form

Saturday July 15<sup>th</sup> - Sunday July 16<sup>th</sup> 2017



Send your army lists and ***please*** include the Army book and page number or pdf file or screen-shots of digital “Forces of War” list your army has come from to Derek Forrester (Note: failure to include book and page number, pdf or screen shot of the digital list may result in your army list being returned for modification), by 30<sup>th</sup> June 2017

[fordb@xtra.co.nz](mailto:fordb@xtra.co.nz)

Please do not include histories etc. just the army list! No histories are required for this event. Send your Team’s Lists together if possible, otherwise ensure it is clearly named with both you and your partners name.

Note: You can make payment (\$25) with your registration directly to our bank account:

06 0729 0418153 00

or you can pay on the first day.

Either is fine, don't forget to include last name as reference for individuals paying by internet banking or team nickname instead if paying for both at the same time.

### **Map to Riverdale School**

**Go to:**

<https://www.google.co.nz/maps/place/Riverdale+School/@-40.3779327,175.5930083,17.32z/data=!4m2!3m1!1s0x0:0xfa85d06108fbf623>

# General Wargaming Information

## Painted or proper models

Yes, we all like to see painted models. But more than that we like to see people playing the game. If you want to play but your army isn't painted, you are still welcome. Be prepared for lots of "snow camouflage" jokes, though!

Of course we would prefer WYSIWYG and paint, but we won't stop you from joining in the fun.

## Professional etiquette

It is asked that you mind your own business when it comes to other games. Do not touch models, and do not take it upon yourself to give advice to another player (unless it's your team partner or opponents).

## Tools of the Trade

Remember to bring plenty of your dice and measuring devices!

## Priorities, Priorities

If you're in a tournament, it may be tricky to involve yourself in other events. If you do, however, please be aware of your own tournament's progression - we won't wait for you if you forget!

## General Housekeeping

\* The school grounds are ***no smoking***, but there are ample areas outside the school grounds for the nicotine addicts to congregate and plot. ☺

\* Please dispose of all rubbish in the provided receptacles and tidy up after yourselves.

\* No Alcohol on the School Grounds

**The having of fun is compulsory for all players.**

## Other Shiny Features

- Food and soft drinks available inside the venue
- Free Tea & Coffee

# 15mm WW2 Flames of War Doubles Competition

**Rules:** *Flames of War 4<sup>th</sup> Edition*

This will be a **1800 pt. EARLY War Doubles Tournament** with 5 rounds using **Version 4** Rules. All officially published lists (army books ,pdfs and digital lists up to June 2017) are legal. Each player gets 900 points to build a legal company (each army must have the HQ and two core platoon from it's chosen list)

1. Up to 100 points can be shared with your team-mate.
2. Historical Allies only please
3. A team may not have the same warrior character duplicated, if one uses a warrior the other half of the team may not have the same warrior.
4. Only one Team member can take air support.
5. The first round will start at **9 AM** sharp on Saturday. Please arrive no later then 8:30 am for sign-in and table assignments. Each round will be 2.5 hours.
6. Please deploy your forces as quickly as possible at the start of each game.
7. The V4 rules Battle Plan system will be used each round to decide the missions.
8. For V4 both companies need to break.
9. Useful downloads

<http://www.flamesofwar.com/Default.aspx?tabid=966>

Game scores etc. count for the team, not the individual. The winning team gets the medals & prize. The only individual prize will be for the "Best painted Army"

The tournament organizers/judges word is final.

**Format:** Five 2.5 hr scenario rounds (first round will be a max of three hours to facilitate setting up terrain, terrain then remains set for the remainder of the competition) with three rounds on Saturday, and two on Sunday. The final game finishes at 2.30 followed by a clean up and prize-giving ASAP so people can get away.

**Best Painted/Presented Army:** Will be judged by the Manawatu Duelists Club

**Expectation of Players:**

You are all expected to bring your own dice, rules, rulers, and armies. For anyone wanting to play and unable to comply with these requirements drop the umpire a line and we will see what we can do. First in first served and no promises.

**Umpire Note:** Should there be an odd number of competitors in a round; a substitute opponent team will be arranged purely for the opportunity of playing a game. This game will be scored as an automatic 8:1 win for the Team.

Umpires: Evan Allen & Tom Robertson

**Sponsors:**

Table tops provided by **Placemakers**  
Prizes Supplied by **Battlefront**



# Registration Form

## Panzerschreck XVII

July 15<sup>th</sup> – 16<sup>th</sup> 2017

First name:

Last name:

Team member's name:

Team Name:

Email:

Contact Phone:

Address for Correspondence:

Notes/Questions

Rankings (please indicate "Yes" if you would like your results forwarded)

Payment amount **\$25.00 (Team \$50)**

Please email this form with your army lists to

[fordb@xtra.co.nz](mailto:fordb@xtra.co.nz)

by 30<sup>th</sup> June