

2 Day Tournament. Friday and Saturday, October 22-23, 2010
Market Garden Themed.

Army Books allowed:

Festung Europa (US, British and German lists only)

Fortress Europe (US, British and German lists only)

Hell's Highway

A Bridge Too Far

RM Commando (PDF)

Scots Division (PDF)

Any PDF that is applicable but email for permission prior to using.

USNationals@battlefront.co.nz

There are slots for 28 German players and 28 Allied players. Army lists must be submitted no later than Friday, October 8th, 2010. Army lists are submitted to USNationals@battlefront.co.nz. Please indicate if you are also participating in the campaign.

Flames of War Tournament
28 Tables -- 56 Players

Schedule

Friday, October 22, 2010

| | |
|-----------------|--------------|
| 12:00 - 2:00 PM | Registration |
| 2:00 - 4:30 PM | Round 1 |
| 4:30 - 5:30 PM | Dinner |
| 5:30 - 8:00 PM | Round 2 |

Saturday, October 23, 2010

| | |
|------------------|---------|
| 9:00 - 11:30 AM | Round 3 |
| 11:30 - 12:30 PM | Lunch |
| 12:30 - 3:00 PM | Round 4 |
| 3:00 - 3:30 PM | Break |
| 3:30 PM | Awards |

Round 1 mission will be randomly determined using a d6. Replace Hold the Line with No Retreat in all cases. Hold the Line will never be used. Remaining Round missions will be determined by the player who has suffered the most casualties at the beginning of each round. Casualties are determined by number of platoons lost. Each match-up in a given round may be playing very different missions and the player who selects the mission is always the defender. The player selecting the mission may never select the same mission more than once throughout the tournament. Missions selected will be written down on the appropriate players score card in order to prevent any confusion. Players with a company that always attacks will always concede the choice of mission to the defender regardless of casualties. In case of a tie or a situation where both armies always attack then a d6 is rolled by each player with the high die choosing to be the attacker or defender.

This may cause some scoring differences in each round and that is intentional. This is part of the strategy of the tournament. Do you lose more platoons to make up points later in the tournament or do you play it safe with your troops and maintain the advantage later on in the rounds?

Approved Missions to choose from:

1. Free-For-All
2. Encounter
3. No Retreat
4. Fighting Withdrawal
5. Breakthrough
6. The Cauldron
7. Roadblock
8. Breakout
9. Hasty Assault
10. Clean Sweep
11. Night Assault

Army List Design.

Each player will design a legal 2000 point army broken into 5 task forces.

Task Force White: 1000 point army which must contain the company HQ and the required Combat platoons.

Task Force Blue: 250 points

Task Force Green: 250 points

Task Force Red: 250 points

Task Force Black: 250 points

Points may not be split, shared or break the Task Force point limit.

Platoons, teams, heroes, etc. may not be split or shared among different Task Forces.

Company assets are the only exception to the rule and they may be purchased in any Task Force but they may only be purchased in one Task Force and not split up among many Task Forces. All the company assets will count as one platoon for purposes of casualties (See below).

Essentially, each Task Force operates independently but when all the Task Forces are combined they add up to a single 2000 point legal army.

Players will be distributed 4 tokens representing Task Forces Blue, Green, Red and Black. At the beginning of each round the players will announce their army type to their opponent. Each player will then secretly determine which Task Force they will add to their army for this round. Once a Task Force has been added to the army it will remain part of the army for the rest of the tournament with the following exceptions:

1. If the entire platoon was destroyed, for any reason, then that platoon will not return for the rest of the tournament.
2. Any platoons that survive a round will replace enough teams (player's choice) to bring the platoon back to ***at least*** 50% of the starting platoon's strength. No other

teams will be replaced for the entire tournament. Only the minimum number of teams to bring platoons to at least 50% their starting strength. Players will be allowed to replace enough transports needed in order to provide transport for the infantry and gun teams. Adding transports will reflect the organization chart for the platoon located in the appropriate book.

3. Independent teams are automatically replaced at the start of each new round.

Essentially, round 1 will be played with 1250 points (Task Force White and one additional Task Force of the player's choosing), round 2 will add a fresh 250 points and any platoons that survive round 1. Round 3 will add another fresh 250 points and any platoons that survive round 2. Round 4 will add the final 250 points and played with the remaining army that survived round 3.

Platoons that are voluntarily removed from the table using the normal rules for leaving the board edge will be allowed to return in the next round as long as the platoon isn't considered to be destroyed. Please refer to page 44 and 120 in the hardback rulebook for full details.

Players may capitulate at the start of any of their turns after all the actions in the Starting Step have been completed. Their opponent will automatically be declared the winner and victory points will be determined at that time.

Updates will be posted as needed.....

2 Day Campaign Weekend. Saturday and Sunday, October 23-24, 2010

There are slots for 28 German Players and 28 Allied Players. This campaign is a drop-in / drop-out event so participate in as many games as you would like. The judges may alter game play and missions based on number of participants so stay flexible.

Army Books allowed:

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Flames of War Firestorm
Event

28 Tables -- 56 players

Schedule

Saturday, October 23, 2010

5:00 – 7:00 PM

Turn 1

| | |
|--------------------------|----------------|
| 7:00 – 7:30 PM | Strategy |
| 7:30 – 9:30 PM | Turn 2 |
| 9:30 – 10:00 PM | Strategy |
| 10:00 – 12:00 AM | Turn 3 |
| Sunday, October 24, 2010 | |
| 10:00 – 12:00 PM | Turn 4 |
| 12:30 – 1:00 PM Lunch | Strategy/Lunch |
| 1:00 – 3:00 PM | Turn 5 |
| 3:00 – 3:30 PM | Results/Awards |

We will be using the Firestorm Market Garden campaign system with the following changes:

Each side (Axis and Allies) will have their own map held in private locations and their opponent will not have access to their map during the weekend. This will be a double blind game once the campaign begins which will add a level of mystery and fog of war to the campaign. Judges will monitor each map for legal moves and assist in determining games and match-ups. Opponents will not be told if Firestorm troops are present on the battlefield so players will have to be aware of what type of Firestorm troops are available and judging from latest Intel where those troops are located on the map.

The campaign map will be set-up based on the rules in the Firestorm book and unless the judges confirm troop locations based on circumstances throughout the campaign then each side will have to determine troop locations based on best guess, observations and maybe even some spying. ☺

Army List Design.

Each player will design a legal 2000 point army broken into 5 task forces.

Task Force White: 1000 point army which must contain the company HQ and the required Combat platoons.

Task Force Blue: 250 points

Task Force Green: 250 points

Task Force Red: 250 points

Task Force Black: 250 points

Points may not be split, shared or break the Task Force point limit.

Platoons, teams, heroes, etc. may not be split or shared among different Task Forces.

Essentially, each Task Force operates independently but when all the Task Forces are combined they add up to a single 2000 point legal army.

Players will be distributed 4 tokens representing Task Forces Blue, Green, Red and Black. Each player may use the 4 tokens at any time but those tokens may only be used once. Only Task Force White may be used for every game and the rest of the Task Forces (Blue, Green, Red and Black) are only allowed to be used for one game. A player may determine when and which game to use these Task Forces and this may cause point

differentials in game play. War is hell and not fair so deal with it. ☺ If for some reason there are an odd number of players then the odd player may team up with an ally to attack or defend an area.

Missions will be determined based on current conditions of the campaign, whoever are attacking and where on the map the battle is taking place.

This campaign is designed to be fun and test your generalship so please participate with a flexible attitude and the willingness to enjoy some great gaming.

Firestorm Troops: All the players will need to coordinate and bring the appropriate miniatures to represent their Firestorm Troops. Creating a forum topic to organize who is bringing what miniatures is the best way to manage the process. Proxy miniatures may be used as long as they are German, British or American miniatures that are close to the same type of platoons. Keep in mind that if you use the Proxy marker then your opponent will know you are using Firestorm Troops.