

Gamescape North, NorCal Tournament Circuit, and Battlefront Present

# FLAMES OF WAR

## WEST COAST OPEN NATIONALS

**Location:** **KUBLACON GAMING CONVENTION**  
Burlingame Hyatt Regency, SFO  
1333 Bayshore Highway  
Burlingame, CA 94010

**Dates:** Saturday and Sunday, May 25th-26th

**Ticket Price:** Tournament is Free with Kublacon  
Convention Entry Fee

**Convention Registration:** [www.kublacon.com](http://www.kublacon.com)

**Tournament Registration:** [nick@gamescape-north.com](mailto:nick@gamescape-north.com)  
[usnationals@battlefront.co.uk](mailto:usnationals@battlefront.co.uk)

**Tournament Format:** Late War, 1780 Points, Swiss Format,  
6 Round, 2 Days (3 Rounds per Day)

**Submission Deadline:** Sunday, May 19th @ Midnight



# TOURNAMENT SCHEDULE

## SATURDAY

<b>Registration</b>	8:00am - 8:30am
Welcome & Briefing	8:30am - 9:00am
<b>Round 1: Fair Fight Mission</b>	9:00am - 11:30am
Lunch	11:30am - 12:30pm
<b>Round 2: Defensive Mission</b>	12:30pm - 3:00pm
Break	3:00pm - 3:30pm
<b>Round 3: Mobile Mission</b>	3:30pm - 6:00pm

## SUNDAY

<b>Registration</b>	8:00am - 8:30am
Recap & Briefing	8:30am - 9:00am
<b>Round 1: Mobile Mission</b>	9:00am - 11:30am
Lunch	11:30am - 12:30pm
<b>Round 2: Defensive Mission</b>	12:30pm - 3:00pm
Break	3:00pm - 3:30pm
<b>Round 3: Fair Fight Mission</b>	3:30pm - 6:00pm
Break	6:00pm - 6:30pm
<b>Awards Presentation</b>	6:30pm - 7:00pm

# RULES AND REGULATIONS FOR NATIONALS 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 swiss system come ready to play all armies
- Missions will be selected randomly before the match up process
- 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.
- Any mission that uses the Free-For-All mission may be replaced with the Seize and Hold mission, located on page 19 in Normandy Battles, if one of the armies is an Allied Airborne Company. 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. Airborne companies may perform a Seize and Hold mission but must adhere to all the rules located on page 12 in Normandy Battles. Due to the point differential no Companies may perform a Coup-de-main glider assault.
- Unit histories are not necessary
- Army lists **must** be submitted to [USNationals@battlefront.co.nz](mailto:USNationals@battlefront.co.nz) and [nick@gamescape-north.com](mailto:nick@gamescape-north.com) on the generic army list excel spreadsheet located on the Flames of War website , or the NorCal PDF army list document 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
  - Dogs and Devils

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- Cassino
- V3 Forces Book
- Red Bear
- Grey Wolf
- Market Garden
- Bridge by Bridge
- Nuts!
- Devil's Charge
- Blood, Guts and Glory
- Army lists available on the Flames of War website listed under Official 1944-45. (This does not include any army lists currently 'Under Review'.)

## TOURNAMENT SCORING

We will be using a simple software spreadsheet and here is the scoring breakdown we will use for the 2013 Nationals:

- Scoring Breakdown
  - Generalship: 80%
  - Sportsmanship 20%
- Draw Match-ups Ranking
  - Victory Points then Wins

Awards: Here is a list of the awards that will be presented

- Overall winner
- Best general
- Best sportsman
- Best painted
- 2<sup>nd</sup> place
- 3<sup>rd</sup> place

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) 