

1. PERTH INTERCLUB FLAMES OF WAR COMPETITION

1.1 Scope

The aim of this document is to provide a simple set of guidelines to allow an interclub competition to function. At this stage three playing groups have been identified - Napoleonic Wargames Society, Perth Miniatures Gamers Group and a loose association of players commonly referred to as 'the Joondalup guys'.

1.2 Definitions

- A Round: Three home games or three away games.
- The Competition: Six full rounds played

1.3 Structure

1.3.1 Venue

Home games will be played at the NWS or PMGG as required for those clubs Joondalup may host home games at either venue unless they can come up with alternate arrangements. For example they may play home games against NWS at NWS on a Wednesday then play the away games the next week. Or they could go to PMGG on a Sunday meeting and play the home and away games in the same day. In all cases Visitor Pay to play fees will be waived for interclub games.

1.3.2 Teams

Three players make up a team for any given round. Teams may be changed between rounds

1.3.3 Rounds

The three games to be played should be an Early, a Mid and a Late war game. However should one team not be able to provide an army for the period, three mid war games may be played. All games will be Axis versus Allies.

1.3.4 Lists

The Home club will state the required order of battles eg we have Axis early war, Axis Mid war and Allied late war. The Away club will agree to provide an Allied early war, Allied Mid war and Axis late war. If it cannot, three mid war games will be played. The Home side will still say what lists it is providing first eg two Axis one Allied. All lists will be 1500 points. Your list will be handed to your opponent in a sealed envelope, to be opened after the mission has been rolled. Paratroops will be allowed an airdrop list using the normal rules for such. Everyone is allowed to have a list with up to a 500-point variation in case they have to attack in the big push. All figures should be a good representation of what they are supposed to be and should be painted. The latest version of lessons from the front including experimental rules will be used.

1.3.5 Terrain

It is the responsibility of the Home side to set up the three tables. The away players then pick which table they each want to play on before opponents are determined.

1.3.6 Opponents

If Early, Mid Late is being played opponent match ups will already be determined. If three mid war games are being played use the sealed envelopes to randomly draw opponents.

1.3.7 Missions

Each player rolls one die, which is then totalled, and the following Mission roll table is consulted. This roll is made after army types have been disclosed but lists have not yet been exchanged.

Table 1-1 Mission roll

2D6 Roll	Mission
2-3	Away player chooses (No mission substitution allowed)
4	Hold the Line (Big Push allowed)
5	Hold the Line (No mission substitution allowed)
6	Fighting Withdrawal
7	Free for All (No mission substitution allowed)
8	Breakthrough
9	Cauldron
10	Free for All (Paratroopers may choose DFA)
11-12	Home Player chooses (No mission substitution allowed)

1.3.8 Scoring

At the end of each Home and Away portion of each round forward game scores to Neil Todd who will be responsible for updating the scores tables. The top club will be decided on total number of wins for the competition. If two clubs have the same number of Total wins for the competition then actual scores will be tallied and the club with the highest score will win. In the event that scores are still level the title is shared.

Table 1-2 PMGG Score table

	Wins (total /12)	Battle points (total /84)
PMGG Home		
Verses NWS		
PMGG Home		
Verses Joondalup		
PMGG Away		
Verses NWS		
PMGG Away		
Verses Joondalup		
PMGG Totals		
Others Totals		

Table 1-3 NWS Score Table

		Wins (total /12)	Battle points (total /84)
NWS Home			
Verses PMGG			
NWS Home			
Verses Joondalup			
NWS Away			
Verses PMGG			
NWS Away			
Verses Joondalup			
	NWS Totals		
	Others Totals		

Table 1-4 Joondalup Score Table

		Wins (total /12)	Battle points (total /84)
Joondalup Home			
Verses PMGG			
Joondalup Home			
Verses NWS			
Joondalup Away			
Verses PMGG			
Joondalup Away			
Verses NWS			
	Joondalup Totals		
	Others Totals		

Summary

- Arrange a home or away round with one of the other clubs
- Determine lists to be played as per 1.3.4
- Turn up to play games
- 1) Determine Opponent as per 1.3.6
- 2) Receive opponents list in sealed envelope (don't open yet)
- 3) Roll Mission
- 4) Open & read opponents list
- 5) Play game. Good luck!