**Equinox 2011, Flames of War competition**

The Auckland City Guard and T.O. Steve Chambers (in association with Gavin van Rossum) are pleased to present the 2nd Equinox Flames of War Competition.

Where: **Freeman’s Bay Community Centre, Hepburn St, Freeman’s Bay, Auckland (see map below)**

When: **March 19-20, 2011**

**Questions and expressions of interest/pre-registrations:** Equinoxflames@gmail.com (also see BF forum)

**Cost:** $20 each player, if paid on or before January 30th, 2011. After January 15th $30.00.

**Bank A/C details:** 06 0665 0148552-00. [details required]

Late entries subject to availability, 20 player spaces are available.

**List and histories:** emailed to the above address by Sunday March 6th 2011.

Battlefront Forum Thread:

**Format:** Mid War Escalation Competition, 6 games with escalating points 1000, 1500, 1750.

**Event timetable:**

**Registrations:** Saturday 08.00, please be on time, this is a busy schedule and late arrivals will be penalised.

<table>
<thead>
<tr>
<th>Saturday</th>
<th>Sunday</th>
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<tbody>
<tr>
<td><strong>Game 1:</strong> 1000 points, <strong>Cauldron</strong>, time limit 2 hours, 0830 – 1030</td>
<td><strong>Beauty Pageant:</strong> 0900 - 0930- judging till 09.30, armies must be present for soft scoring, (player’s ballot for best army prize only).</td>
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<tr>
<td><strong>Game 2:</strong> 1000 points, <strong>Fighting Withdrawal</strong>, time limit 2 hours, 1045 – 1245</td>
<td><strong>Game 5:</strong> 1750 points, <strong>No Retreat</strong>, time limit 2.45 hours, 0930 - 1215</td>
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<tr>
<td>Lunch: 30 minutes, 1245 - 1315</td>
<td><strong>Game 6:</strong> 1750 points, <strong>Free For All</strong>, time limit 2.45 hours, 1230 - 1500</td>
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<td><strong>Game 3:</strong> 1500 points, <strong>Encounter</strong>, time limit 2.30 hours, 1315 - 1545</td>
<td><strong>Packdown</strong></td>
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<tr>
<td><strong>Game 4:</strong> 1500 points, <strong>Breakthrough</strong>, time limit 2.30 hours, 1600 – 1830</td>
<td><strong>Prize giving</strong></td>
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<tr>
<td><strong>BBQ / Bar</strong></td>
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**Notes:**

1. Cauldron, modify victory conditions as follows (2nd bullet point in BF wording); “the defending player starts their turn with no attacking teams within 8”/10cm of either objective....”
2. 1000pts games will use a 5’ x 4’ table which is generated by truncating the playable area to be determined and marked out in advance by the umpire (thanks to Rob Shirley and co for testing these points values at the Pirongia Open).
3. Breakthrough will use a modified mobile battle rule, such that any defender may deploy a minimum of 2 platoons (as used at BEWGT2011). ie- all armour lists may deploy 2x mobile platoons if defender instead of 1.

**Prizes:** (with prize support from Battlefront/GF9 with thanks)

- 1st overall
- Best General (top Battlepoints after above awards)
- Best sport (uses sports scores and ranking votes)
- Best army (determined by soft scores and player vote in beauty comp)

**Scoring:**

- **Battlepoints** (using standard rules) 70%
- **Sports** (scored for each game with ranking vote) 15%
- **Army painting, history and composition** (scored for set values as shown below) 15%

Last updated 12/01/2011. Steve Chambers
Sports scoring in each round: 0=never again*, 3=OK, room for improvement, 5=all good. Please think hard about giving a 3 rating. Max possible 30, for 6 games plus player vote used for ranking only.
*expect the umpire to discuss or query why you gave these rating.

Army/background: NB All armies to be painted at least to basecoat stage in appropriate colours for the army, proxies need umpire approval, it is preferable to seek loan figures rather than use unsatisfactory proxies.

<table>
<thead>
<tr>
<th>Painting and basing 1 pt for each of:</th>
<th>Background (1-2 pg history) 1 pt for each of:</th>
</tr>
</thead>
<tbody>
<tr>
<td>-full basecoat</td>
<td>-coherent lists</td>
</tr>
<tr>
<td>-highlighted and decals used</td>
<td>-reasonable justification (decent source given for data)</td>
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<tr>
<td>-detailed tracks and clatter/webbing</td>
<td>-identified unit</td>
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<tr>
<td>-added sculpting/modelling</td>
<td>-one action mentioned</td>
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<tr>
<td>-figure bases at least 2 textures, no grey base showing</td>
<td>-reads fluently with good spelling and grammar</td>
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<tr>
<td>-added modelling and textures on bases</td>
<td>-2 pts for umpire’s interest (such as relevant images, maps, etc).</td>
</tr>
<tr>
<td>-2pts for umpire’s appreciation.</td>
<td>--------------------------------------------------------------------------------------</td>
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Player vote will be used to rank army scores for purposes of best army only (5pts).

Army Lists: All lists to be drawn from Eastern Front or North Africa, or Official Battlefront Mid War PDFs with these books/points at the umpire’s final discretion. 2nd Ed rules with all published errata, incl MALFTF (latest available) and Das Book (where appropriate).

Army composition rules for escalating points values:
- Each player shall provide 3 lists, one each for 1000pts, 1500pts and 1750pts.
- Army lists must be taken from the same nationality and Company choice, i.e German Heer Panzergrenadier, German SS Panzergrenadier, Soviet Red Army Strelkovy, Soviet Guards Strelkovy, etc.
- Your army must be drawn from the same source list for each of the different points values.
- Each list may only add to existing combat platoons at increasing point values, you may not field less teams in combat platoons in lists at higher points levels. Any modifications to combat platoons used at 1000pts must either be continued in use, or further upgraded at 1500pts and 1750.
- Weapons and support platoons may be changed in lists for each point level.
- At 1000pts you may field one less combat platoon than is usually required, ie; if 3 combat platoons are required, you may field only 2, if 2 combat platoons are required, you may field one. You must field at least one combat platoon minimum at 1000pts.
- At 1500 and 1750pts use the normal minimum combat platoons in your list.

Please bring rulebook, your army and the source book from which it is derived, dice, tape measure with any templates required by the army including smoke templates if used, copies of your army list for umpire and opponents and at least one copy of your history to display with your army during the beauty pageant.