Rules and Regulations for European Grand Tournament.
- 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 game play results and each player will be seeded with an opponent of their caliber.
- Battle point match-ups are a higher priority than any other form of match-up so be prepared to play any army type or opponent.
- We will also attempt to match up Axis vs. Allies whenever possible but do not expect every game to work out historically.
- For the first few games we will attempt to avoid matching up same club members.

Scoring: We will be using an updated version of the Battlefront Tournament software and here is the scoring breakdown we will use for the 2011 European GT:
- Scoring Breakdown
  - Generalship: 70%
  - Sporting Play: 20%
  - Historical Army: 10%
- Draw Match-ups Ranking
  - Victory Points then Wins
- Generalship Scoring
  - Victory Points + Wins
- Sporting Play Breakdown
  - Round-by-Round: 60%
  - Popular Vote: 40%
- Historical Army Breakdown
  - Force List: 0%
  - Presentation: 10%
  - Painting: 40%
  - Popular Vote: 50%

TOURNAMENT SCHEDULE

SATURDAY

Registration .......................................................... 0800-0930
Armies on Parade .................................................. 0800-1000
Welcome and briefing .......................................... 0930-1000
Game 1: Breakthrough ....................................... 1000-1230
Lunch ................................................................. 1230-1330
Game 2: Hasty Assault ........................................ 1330-1600
Break ................................................................. 1600-1630
Game 3: Fighting Withdrawal ............................. 1630-1900

SUNDAY

Game 4: Cauldrom ............................................. 0930-1200
Lunch ................................................................. 1200-1300
Game 5: Free-For-All ........................................ 1300-1530
Awards ............................................................... 1600-1630
**EUROPEAN TOURNAMENT INFO**

<table>
<thead>
<tr>
<th>Event:</th>
<th>European Grand Tournament</th>
</tr>
</thead>
<tbody>
<tr>
<td>Location:</td>
<td>Pope Building</td>
</tr>
<tr>
<td></td>
<td>The University of Nottingham,</td>
</tr>
<tr>
<td></td>
<td>University Park,</td>
</tr>
<tr>
<td></td>
<td>Nottingham</td>
</tr>
<tr>
<td></td>
<td>NG7 2RJ</td>
</tr>
<tr>
<td>Date:</td>
<td>September 3-4 2011</td>
</tr>
<tr>
<td>Points:</td>
<td>1750</td>
</tr>
<tr>
<td>Tournament:</td>
<td>A 5 Game, Late war Tournament</td>
</tr>
</tbody>
</table>

Please refer to the following list of books.

- Fortress Europe
- Earth and Steel
- Turning Tide
- Stalins Onslaught
- Hammer and Sickle
- River of Heroes
- Stalins Europe
- Bridge too Far
- Dogs and Devils
- Cassino
- PDF Official Army list 1944-45 (must be official and not ‘Under review’).

Any mission that uses the Free-For-All mission may be replaced with the Seize and Hold mission, located on page 27 in Das Book, if one of the armies is an Allied Airborne Company (Do not use the Seize and Hold mission located in D Minus 1). 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. Hell's Highway and A Bridge Too Far Airborne companies may perform a Seize and Hold mission but must adhere to all the rules located on page 20 in Das Book. Due to the point differential no British Airlanding Companies may perform a Coup-demain glider assault. Please refer to the following list of books, PDFs and website articles for legal armies.

Army Lists must be submitted no later than Friday, July 22nd, 2011. Unit histories are not necessary but we will consider any unit histories as part of your Armies on Parade score. Please submit your lists to Robertto@battlefront.co.nz on the generic army list excel spreadsheet located on the Flames of War website and include the following information:

- Player’s full name
- Player’s email address
- Club name (if applicable)
- Players nationality
- Army list being used
  (For example: Udarny Strelkovy Batalon)
- Book or website reference
  (For example: Stalin's Onslaught)
- Type of company (Tank, mechanized, infantry)
1. BREAKTHROUGH

Fronts stretching across wide expanses of barren battlefield have forced the defenders into a hedgehog defence rather than maintaining a continuous front line. The attacker needs to capture a vital pass or route, so has sent a flanking force through the gaps between the defended positions while launching a frontal assault to pin the enemy.

Mission Special Rules:
Defensive Battle (page 6),
Delayed Reserves (page 9),
Mobile Reserves (page 9), and
Prepared Positions (page 8).

YOUR ORDERS

Attacker
The enemy does not have sufficient strength to cover the entire front and has left gaps big enough to send a small flanking force through to help you break through their defences.
You must seize one of the objectives, either by direct assault, or with a cunning flank attack.

Defender
Your force is too small to hold everywhere so you have concentrated your defences at the vital points. Now your reconnaissance troops report a strong attack force moving around your flank while another strong force is massing for a frontal attack.
You must secure the objectives and drive the enemy back.

PREPARING FOR BATTLE

1. Mark the centre of the table so that the table quarters are obvious to both players.
2. Determine which player is attacking and which is defending using the Defensive Battle special rule.
3. The defending player chooses two diagonally opposite table quarters to deploy in. The attacker then chooses one of the remaining table quarters as their deployment area.
4. The attacker places two objectives in the final table quarter. They must be at least 8'/20cm from the table centre lines and edges.
5. The defender deploys any or all of their platoons in their deployment area using the Mobile Reserves special rule. All remaining platoons are held off the table in Reserve.
6. The attacker must hold one platoon, and may hold up to half of their platoons, off table to make a flank attack as Delayed Reserves. The rest of the force deploys in their table quarter more than 12'/30cm from all enemy teams.
7. The defender now places their Independent teams in their deployment area, then the attacker places their Independent teams in their deployment area.

BEGINNING THE BATTLE

1. The defending force begins the game in Prepared Positions, so their troops are in Foxholes and Gone to Ground.
2. Starting with the defender, both players make Reconnaissance Deployment moves.
3. The attacking player has the first turn.

ENDING THE BATTLE

The battle ends on or after turn six when either:
• the attacking player starts their turn holding any of the objectives, or
• the defending player starts their turn with no enemy teams within 16'/40cm of the objectives.

DECIDING WHO WON

The attacker wins if the game ended because they started one of their turns holding an objective. The attacker has broken through and is now deep behind the enemy line. Otherwise the defender wins. The breakthrough has been cut off and the front lines held.
Calculate your Victory Points using the Victory Points Table on page 4.
Attacking dug-in enemy formations became a mainstay of offensive operations. Massing local superiority to effect a breakthrough became the mark of a successful commander.

Mission Special Rules: Defensive Battle (page 6), Delayed Reserves (page 9), Immediate Ambush (page 6), Prepared Positions (page 8), and Reserves (page 8).

**YOUR ORDERS**

**ATTACKER**
The enemy holds a position blocking your way to the final objective. Find a weak point and punch through their defence before they receive sufficient force for a counterattack.

**DEFENDER**
Hold until relieved! Weather the initial assault. You must hold your objectives until you have sufficient force to counterattack!

**PREPARING FOR BATTLE**

1. Determine who is the attacker and defender using the Defensive Battle special rule.
2. The defending player chooses the long table edge that they will deploy from. The attacker deploys from the opposite table edge.
3. The defending player places one objective in their deployment area at least 12”/30cm from the centre line of the table and not within 8”/20cm of any table edge.
4. They then place an objective in the attacker’s deployment area at least 16”/40 cm from the centre line and not within 8”/20cm of either side table edge.
5. The attacking player now places two objectives in the defender’s deployment area. Both objectives must be at least 12”/30cm from the centre line of the table and may not be placed within 8”/20cm of any table edge.
6. Starting with the attacker, both players nominate at least half of their platoons to be held off the table in Reserves for the attacker or in Delayed Reserves for the defender.
7. The defender holds one platoon in Immediate Ambush and deploys their remaining forces in their half of the table at least 8”/20cm away from the centre line.
8. The attacker now removes one of the objectives that they placed on the table.
9. The attacker deploys their remaining forces in their half of the table at least 12”/30cm away from the centre line.
10. Both players place their Independent teams in their own deployment areas starting with the defending player.

**BEGINNING THE BATTLE**

1. Deploy the defender’s platoon being held in Immediate Ambush in their deployment area.
2. Starting with the defender, both players make Reconnaissance Deployment moves for any Recce Platoons they have on table.
3. All attacking and defending teams begin the game in Prepared Positions.
4. The defender has the first turn.

**ENDING THE BATTLE**
The battle ends on or after turn six when either:
- A player starts their turn in possession of any of the objectives that were placed in their opponent’s deployment area,
- The defending player starts their turn and there are no attacking teams on the defender’s side of the table centre line.

**DECIDING WHO WON**
The attacker wins if the game ended because they started one of their turns holding an objective in the defender’s area. The attacker has secured a key piece of terrain on the field, forcing the defender to withdraw.

Otherwise the defender wins. The defender has held their front line and halted the attacker’s offensive.

Calculate your Victory Points using the Victory Points Table on page 4.
3. FIGHTING WITHDRAWAL

A fighting withdrawal allows defeated commanders to preserve the bulk of their forces while falling back to a more defensible location.

Mission Special Rules: Ambush (page 5), Defensive Battle (page 6), Prepared Positions (page 8), and Strategic Withdrawal (page 10)

YOUR ORDERS

**ATTACKER**
To exploit an earlier victory you must smash the enemy rearguard and turn their retreat into a rout. Break through the enemy line and capture one of the objectives before it is too late.

**DEFENDER**
You must cover your withdrawal as the army falls back to the next defensible position and regroups. The enemy is moving around your flanks so you cannot stay too long. Hold the objectives long enough for the rest of the army to get clear.

PREPARING FOR BATTLE

1. Use the Defensive Battle special rule to determine which player is attacking and which is defending.
2. The defending player chooses the long table edge that they will deploy from. The attacker deploys from the opposite table edge.
3. The defender places an objective on their side of the table at least 8’/20cm away from all table edges and at least 8’/20cm back from the centre line.
4. The attacker now places two objectives in the same area so that no two objectives are more than 48’/120cm apart.
5. The defender deploys their entire force in Prepared Positions on their own half of the table. They may hold one platoon in Ambush.
6. The attacking player now deploys their entire force in their half of the table, with all platoons at least 16’/40cm back from the table centre line.
7. Both players, starting with the defender, deploy their Independent teams in their deployment areas.

BEGINNING THE BATTLE

1. The defending force begins the game in Prepared Positions, so their troops are in Foxholes and Gone to Ground.
2. Starting with the defender, both players make Reconnaissance Deployment moves.
3. The attacking player takes the first turn.

ENDING THE BATTLE

The battle ends either:
- when the attacker starts their turn holding any of the objectives,
- at the start of the defender’s eighth turn (remember to check Company Morale if necessary before determining who won).

DECIDING WHO WON

The attacker wins if the game ended because they started one of their turns holding an objective. The attacker has smashed the rearguard and seized their objectives.

Otherwise the defender wins. The rearguard has held out long enough for the army to get safely away and now withdraws its last elements.

Calculate your Victory Points using the Victory Points Table on page 4.

WITHDRAWAL SUMMARY

(See special rules on page 201 for details)

<table>
<thead>
<tr>
<th>Turn</th>
<th>Event</th>
</tr>
</thead>
<tbody>
<tr>
<td>3</td>
<td>Defender withdraws a platoon if 5+ platoons, otherwise gain a delay counter.</td>
</tr>
<tr>
<td>4</td>
<td>Defender withdraws a platoon and remove all counters if 5+ platoons or counters, otherwise gain delay counter.</td>
</tr>
<tr>
<td>5</td>
<td>Repeat withdrawal.</td>
</tr>
<tr>
<td>6</td>
<td>Remove first objective. Repeat withdrawal.</td>
</tr>
<tr>
<td>7</td>
<td>Remove second objective. Repeat withdrawal.</td>
</tr>
<tr>
<td>8</td>
<td>Check Company Morale if necessary. Game over.</td>
</tr>
</tbody>
</table>
When night falls on the battlefield both sides traditionally exercise a tacit truce and rebuild their forces. But last night was anything but typical. Under the cover of a midnight artillery barrage, the defender rallied and smashed through the attacker’s front line, taking key terrain features and entrenching themselves amongst the unsuspecting enemy.

Mission Special Rules:
Defensive Battle (page 6),
Delayed Reserves (page 9),
Immediate Ambush (page 6),
Reserves (page 8),
Prepared Positions (page 8), and
Random Deployment (page 8).

YOUR ORDERS

ATTACKER
A massive enemy offensive has punched through the front line, taking up positions amongst yours during the night. You must attack immediately to restore the situation and capture one of the objectives.

DEFENDER
You have pushed through the front lines during the night and taken vital ground from the enemy. Now, with dawn breaking, you must form a solid defence against the inevitable counterattack and hold your gains. You must keep the enemy off the objectives.

PREPARING FOR BATTLE
1. Mark the centre of the table so that the table quarters are obvious to both players.
2. Use the Defensive Battles special rule to determine the attacker and defender.
3. The attacking player chooses the long table edge where their reserves will arrive. The defending player’s reserves will arrive on the opposite table edge.
4. The defending player places three objectives within 12”/30cm of the centre point of the table and at least 12”/30cm from each other. The attacker then removes one of the objectives.
5. The defender nominates at least half of their platoons to be held in Delayed Reserve. All but one of the remaining platoons are deployed within 16”/40cm of the table centre point. The final platoon is held as an Immediate Ambush.

6. The attacker must nominate at least half of their platoons to be held in Reserve. Any remaining platoons are deployed using the Random Deployment special rules.
7. Both players place their Independent teams in their deployment areas, starting with the defender.

BEGINNING THE BATTLE
1. Both players’ forces begin the game in Prepared Positions, so their troops are in Foxholes and Gone to Ground.
2. Starting with the attacker, both players make Reconnaissance Deployment moves for any Recce Platoons they have on table.
3. The defending player has the first turn.
4. Deploy the defender’s platoon being held in Immediate Ambush in their deployment area.

ENDING THE BATTLE
The battle ends on or after turn six when either:
• the attacking player starts their turn holding any of the objectives, OR
• the defending player starts their turn with no attacking teams within 16”/40cm of either objective.

DECIDING WHO WON
The attacker wins if the game ended because they started one of their turns holding an objective. The enemy penetration has been neutralized and the defensive line held. Otherwise the defender wins. All enemy counterattacks have been held off and the enemy force ‘written down,’ bringing a major breakthrough that much closer.
Calculate your Victory Points using the Victory Points Table on page 4.
In the highly mobile engagements of World War II it was not uncommon for forces to suddenly find themselves in contact with the enemy.

The freewheeling battles that result are little more than all-in brawls with both sides manoeuvring to seize important ground in the enemy’s rear area.

Mission Special Rules:
Fair Fight (page 7), and Scattered Reserves (page 9)

YOUR ORDERS

ATTACKER

Your forces have broken through the enemy front line and are punching deep into their rear areas. Any enemy force encountered must be ruthlessly crushed before they can occupy proper defences!

You must seize one of your objectives before the enemy seizes one of theirs.

DEFENDER

Reports from the front line indicate the enemy has broken through. At this time, the exact location of the enemy forces is unknown. Your company has been sent forward to occupy and defend critical objectives. It is vital that your force take these strategic points before the enemy secures them!

You must seize one of your objectives before the enemy seizes one of theirs.

PREPARING FOR BATTLE

1. Both players roll a die. The player with the higher score chooses one of the long table edges to attack from. The other player defends from the opposite table edge.

2. The attacking player now places two objectives on the defender’s side of the table. The defending player then places two objectives on the attacker’s side of the table. The objectives must be at least 16”/40cm from the centre line of the table and may not be placed within 8”/20cm of the side table edges. Both of a player’s objectives must be within 48”/120cm of each other.

3. Both players, starting with the attacking player, alternate placing platoons in their own half of the table. The platoons may not be placed within 12”/30cm of the centre line of the table.

4. Both players now alternate placing their Independent Teams in their deployment areas starting with the attacking player.

BEGINNING THE BATTLE

1. Starting with the attacker, both players make Reconnaissance Deployment moves for any Recce Platoons they have on table.

2. Both players now roll a die. The player who finished deploying their platoons first adds +1 to their roll. The player with the higher result has the first turn. In the event of a tie roll again.

3. Because the Free-for-All mission uses the Mobile Battles special rule all teams are moving at the start of the battle.

ENDING THE BATTLE

The battle ends when either:

• a player starts their turn in possession of any of the objectives that they placed in the enemy deployment area,

• the game runs out of time.

DECIDING WHO WON

The player that took their objective has secured a key piece of terrain on the field, forcing the enemy onto the defensive and winning the day.

Calculate your Victory Points using the Victory Points Table on page 4.

If neither side won use the Fair Fight special rule to determine their Victory Points.