# WARBANNER - Flames of War 2017

**Saturday and Sunday 14-15 October 2017**

The event will consist of six rounds, with a time limit of 2 hours for each game. The event is Late War **1430** pts.

A number of people will be fulfilling various roles in making this happen. This team approach is to designed to develop a core of players who are capable of stepping in and running events on the basis of “many-hands-make-light-work”

Craig Ramsay: [mail@hbpower.co.nz](mailto:mail@hbpower.co.nz) for any Flames of War questions and Army lists

Ethan Phillips: [anempirefallennz@gmail.com](mailto:anempirefallennz@gmail.com) for entry form and payment

It is possible to enter and just play the matches on the Saturday. Your name and result will be submitted to the Masters Rankings Website on the basis of playing all six matches and will be available for publication on other forums. In the event that you do not wish this to occur inform me of that when you enter.

Venue: Old Boys Marist Club Rooms, Park Island, Taradale, Napier

Google Maps: [Napier Old Boys Marist Rugby Club](https://www.google.co.nz/maps/place/Napier+Old+Boys+Marist+Rugby+Club/@-39.5088089,176.86104,16z/data=!4m5!3m4!1s0x0:0x8fe4d016828f6cf3!8m2!3d-39.5082295!4d176.8606108)

Cancelling Event: If 6 paid entries are not received by 27 August, the event will be cancelled & full refunds made.

Entry Cost: If paid by 28 August the Early Bird Price is $35 ($20 for Saturday only); If paid between 28 August & 23 September then it is $40 ($25 for Saturday only); Later than that is $50 ($35 for Saturday only) and entry is not guaranteed.

Entries Open: Monday 24 July 2017.

Normal Entries Close: Saturday 23 September 2017.

Accommodation. Arrange your own.

Venue: A bar will be open from 1100 on both days. Some food will be available. More details will follow when they are available

Army Lists: Required by 23 September. Players in the competition are able to use any Late War lists in any Official Version Battlefront Publication published before July 2017, including Electronic Lists. Check with the latest “Lessons from the Front” when list writing. A copy of LFTF is obtainable from Craig Ramsay

# ARMIES

**1430** is the standard points limit. Warriors are allowed. Multiple Companies are not allowed.

**TABLE SIZE**

Games will be played on standard 6’ x 4’ tables.

Minimum Standards: Armies are to be painted and based. Undercoat is not acceptable. All miniatures must look like the weapons they are representing. Acceptable proxies are things like a German Panzer IIIA being used as an IIIE. Infantry, trucks, motorcycles etc from other eras are able to be used as proxies.

# AWARDS

The following categories are to be awarded: (In priority order – how many awards we get is dependent on the number of entrants)

1. Best General
2. Best Sport
3. Best Painted (3 entries required by 23 Sept. Judging at 0830 on the Sunday)
4. Best Young General (Under 18)
5. Nationality Award (Best general by nation)

***It is possible to win more than one award.***

**As part of entering the event you need to indicate if you will be entering Best Terrain Table and/or Best Army.**

***Compulsory to be in***

***Best General***

Points will comprise the total score from all 6 games, using the standard Battlefront eight-one point scoring system. For any position that involves the award of a prize or medal/trophy; tie breakers will be:

1. the result of any match played between the persons involved
2. the total points that the opponents of each of the “tied” players received A low score wins dice-off.
3. Byes will be scored as a 8-1 win to the person playing the bye. In Round’s 2 to 6 the bye will be given to the person who is on the lowest score and who has not previously had a bye, Round 1 will depend on the circumstances around people being late/not-turning up etc, but is most likely to be a local so that those who have travelled the greatest distance get the opportunity to play the maximum number of games.

***Best Sports***

1. At the end of round 6, players will be asked to vote for the player the enjoyed playing the most. The player with the most votes will win the Best sports award. In the event of a tie-break, a low score dice-off will decide the actual winner.

***Optional to Enter***

**As part of entering the event you need to indicate which (if any), “Best Army” you will be participating in.**

***Best Painted*** will be awarded to the person receiving the greatest number of votes by on Sunday morning. Voting slips will be supplied to players as part of their sign in process. Only those armies that have been 90% painted by the player using the army are eligible to be displayed. The only tie-break that will be used is a low score dice-off. Players who are playing on both days will need to have their army on the judging table by 0830 on Sunday.

**COMPETITION FORMAT**

The competition will be 6 rounds long, with three rounds played each day. A Swiss-chess based system will be used. Byes will be scored as a 8-1. I will seek to avoid club-mate matches in Round 1 and 5. Results for games that have not reached a conclusion at the end of 2 hours will be determined by the appropriate scenario conditions (Six completed turns requirement is as below). There will be an “Official Clock” that will determine the starting and ending times of rounds.

The following timescales are the maximum that will be allowed for the various phases that make up a game of Flames of War. These timings are for a 2 hour round playing **1430** points in Late War.

H hour: the playing time of 2 hours.

By H+15 minutes: The table terrain definitions will have been established. Attacker/Defender is established and the decision-maker has selected their deployment area(s). Any fortifications/obstacles that should be deployed have been placed on the table. If any fortifications have not been placed by that time they are deemed to not exist at all for the purposes of this game. In the event of one player feeling that they have been disadvantaged then the organiser is to be called over to make a ruling.

By H+25 Objectives have been placed, and both players have placed the relevant platoons/companies on the table. In the event of one player feeling that they have been disadvantaged then the organiser is to be called over to make a ruling. This covers the missions where one player completely deploys before the other starts deploying.

Any Platoons/Companies that are not on the table by this time will be affected by the following conditions. Note that these are in addition to the Scattered and Mobile Reserve Rules, and Independent teams are not affected by these. Depending upon the mission these additional conditions can affect each side differently;

1. No Reserves: each non-deployed Pl/Coy is in Reserve.
2. Reserves: each non-deployed Pl/Coy is in Delayed Reserve
3. Delayed Reserves: each non-deployed Pl/Coy is in delayed reserves and the opposition player selects the order in which the opposing platoons arrive.

In the event of a result not having being reached when time is up and the Defender winning by “the Time Out Method”, and both players have not completed their 6th turn, (then the calculation of Victory Points is to be done by both players treating the opponent as if the opponent has won the match. (use the “There are No Draws” rule on Page 93 of the Flames of War 1939-41 and 1944-45 Rulebook).

**Timings**

**Friday 13 October 2017**

|  |  |
| --- | --- |
| Set up of Venue Commences | 17:00 |
| Venue closes | 20:30 |

**Saturday 14 October 2017**

|  |  |  |
| --- | --- | --- |
| Table setup (if not done on the Friday Evening) | 07:00 – 08:00 |  |
| Introduction / Briefing | 08:00 – 08:30 |  |
| Round 1 **Free for All** | 08:30 – 10:30 |  |
| Table Allocation for Round 2 | 10:30 – 10:45 |  |
| Round 2 **Bridgehead** | 10:45 – 12:45 |  |
| Lunch / Table Allocation for Round 3 | 12:45 – 13:15 |  |
| Round 3 **No Retreat** | 13:15 – 15:15 |  |
| Table Allocation for Round 4 | 15:15 – 15:30 |  |
| Round 4 **Dust Up** | 15:30 – 17:30 |  |

**Sunday 15 October 2017**

|  |  |  |
| --- | --- | --- |
| Table Allocation for Round 5 and vote for “Best Painted Army” | 08:30 – 09:00 |  |
| Round 5 **Counter Attack** | 09:00 – 11:00 |  |
| Table Allocation for Round 6 | 11:00 – 11:15 |  |
| Round 6 **Rearguard** | 11:15 – 13:15 |  |
| Lunch / Clean Up and put Furniture etc back in place | 13:15 – 13:45 |  |
| Prizegiving | 13:45 – 14:00 |  |

# WHAT TO BRING TO THE EVENT

Rulebook; Tape Measure; Dice; Template(s); Markers; Smoke; Objectives; Army & an attitude to enjoy yourself.

# TERRAIN

**Players are invited to provide terrain for the competition.** Please notify the organisers on the form if you would like to provide a table

Building a representative table from actual maps or from the modern (use google maps) terrain that exists where an action was fought (most preferable), or could have been fought, is recommended. It is acceptable to have weather effects allocated to the table provided that the history of the action backs that weather condition.

Depending on the number and range of options put forward, the umpire will confirm with players prior to the competition as to whether their terrain is needed or not. It is very likely that all will be accepted at we have the ability to easily accommodate up 20 tables. The umpire apologises in advance if terrain is offered, but not taken up – the idea is to generate a good range of variations / themes, and this may mean the exclusion of some options. Terrain will be placed on tables by those who provide it prior to the start of the competition. This setup may be changed by the umpire, or by persons he nominates for this role. Terrain composition may also be changed by the umpire during the course of the competition, but should otherwise remain as set for each battle. Players are required to confirm what the terrain description sheet associated with each table prior to rolling for the defender and attacker.

**WARBANNER 14-15 OCTOBER 2017 Entry Form**

**Entries are open from 1 August to 23 September 2017.**

**Army List by 1700 on 23 September 2017**

**This one goes to Craig Ramsay – the other One goes to Ethan Phillips**

Flames of War questions and Army Lists to Craig Ramsay: [mail@hbpower.co.nz](mailto:mail@hbpower.co.nz)

Entry Forms and Payments to Ethan Phillips: [anempirefallennz@gmail.com](mailto:anempirefallennz@gmail.com)

See details of pricing/timings on the form that goes to Ethan Phillips.

Your Name: …………………………………………………………………………….

Email: ……………………………………………………………………………………..

Phone Contact Number on the Day………………………………………..

Phone Contact (Usually)………………………………………………………….

I will be present for Both Days or Saturday

I can supply………….. 6’ x 4’ Tables of Terrain

I am entering the Army Painting Competition as I painted 90%+ of the army Yes or No

I am willing to act as a rules adjudicator Yes or No

**WARBANNER 2017**

**Registration Form**

Date: 14/15 October Venue: Old Boys Marist Rigby Club,

Park Island, Napier

All registration forms need to be returned to [anempirefallennz@gmail.com](mailto:anempirefallennz@gmail.com)

Name:………………………………………………………………………..

City: …………………………………………………………………………..

Email: …………………………………………………………………………

Mobile: ………………………………………………………………………

DOB: …………………………………………………………………………..

Please Indicate which game.

Game: Flames of War Saturday or Both: ……………………………

**Payment Details:**

Acct Number: BNZ 02-0644-0223613-000

Acct Name: PlagueBearers

Please use either FoW followed by your first initial and full last name as reference (*ie FoWEPHILLIPS*)

|  |  |  |
| --- | --- | --- |
|  | One Day | Two Days |
| Early Bird | $20.00 | $35.00 |
| Standard | $25.00 | $40.00 |
| Late (EO Discresion) | $35.00 | $50.00 |

**Under 18 Year Olds**

Any under 18 years olds need also parental consent to be in attendance at WarBanner 2017, and parents need to be aware that there is a bar on site which will follow all laws regarding the Sale and Supply of Alcohol.

If this applies, please put in the name and contact number below of parent. Parent’s will be contacted to confirm permission if they are not registered competitors themselves.

Parent:………………………………………………………………………………………

Mobile: ………………………………………