



# Queensland Flames of War Championships - Late War

29-30 April 2017

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**Note: This player pack may be amended. Players will be advised of any changes through the Battlefront Forum thread.**

Tournament Organisers **Paul Skuse – [fowbriscon@gmail.com](mailto:fowbriscon@gmail.com)**

**General** All players must register for the tournament by visiting the Briscon website ([www.briscon.com.au](http://www.briscon.com.au))

**Rules** Version 3 Rulebook  
[Lessons from the Front](#) (Cut off for updates to LFTF is 20 **April 2017** to allow players time to read in, and make decisions around army choices before list submission).  
Players are to have copies of the Rulebook and LFTF. (Electronic or Paper is fine)

**Point Limits** Late War – 1625

**Armies** **Late War** (Lists may be drawn from any current approved 'for 3rd edition list' or any list on Forces or Digital Note some Russian books are not valid for tournament play and have been replaced by newer books. Any list on Forces of War, will need to be printed out with all special rules for your opponent and TO to see.) Pacific lists may be used.

**Notes:**

1. Multiple companies (except where required by a specific army list) are not allowed.
2. If using Official V3 PDF's cut off for updates is 20 April 2017 with prior approval. No PDF that has been included in any book is permitted.
3. All official updates where issued take precedence over the book if applicable.
4. Cut off for any new book or Forces or Digital List is 20 April 2017 ensuring release and availability in Australia. No new books or Digital lists after that date will be permitted.
5. Players intending to use **Forces of War (Digital only)** content are to send full pdf copy when submitting lists.

**Games** Five Games of 2.5 hour's duration over two days

This tournament will be played over two days with players having the option of one or two days gaming.

Day 1 – Three games, commencing with a briefing at 0900 and finishing by 1730.

Round 1 commencing 0930 and finishing at 12 sharp.

Round 2 commencing at 1200 and finishing at 1430.

Round 3 commencing at 1500 and finishing at 1730

Day 2 – Two games, commencing at 930am and finishing by 5:30pm.

Round 4 commencing 0930 and finishing at 12 sharp.

Round 5 commencing at 1300 and finishing at 1530. (Day 1 & 2 – 3 games, Day 3 – 2 Games).

### Starting Games

**30** minutes should be enough time to discuss terrain, exchange army lists, set up for the mission and both players deploy.

Players are to display a turn marker in all missions so the TOs can keep an eye on the tempo of your game. Wind up motions will be given to both players if the TOs think the game is not progressing at a suitable speed.

Players more than 5 mins late for a round will hand their opponent the choice of being attacker or defender if a defensive game or choice of table side if a meeting engagement.

Players more than 10 mins late for a round will also hand one VP to their opponents on conclusion of the round.

Players more than 15 mins late for a round will forfeit the game.

### Ending Games

Players will receive a 1 hour to go, 30 minutes to go, 10 mins to go and then a final 'dice down' Call.

If the game result would be decided at the start of the next turn, players should check the victory conditions for the start of the next turn i.e. sole survivor, company morale, possessing enemy objective as if the turn has started and has been played. – Taking no more than 1 minute.

### Defender Winning by Time out (Mobile and Defensive Missions)

In missions where the objectives are not yet live

The *There are No Draws* (p. 275) rules for determining victory will be used to determine results if the objectives are not live.

In missions where the objectives are live from turn 1

**If less than six turns are played by both players** and the game is unresolved. (this means you must have started the seventh turn).

Both players cards will be marked 'slow play'. Repeated slow play will result in TO intervention. Scores for current and previous games may be adjusted as a result.

Remember if you have a time issue in a game, and you don't tell us and we don't notice, there is nothing we can do once all cards are handed in and the next draw sorted, except to be more vigilant in future rounds.

### Missions

All official missions will be considered for use (except for Surrounded). No mission will be repeated. If two fortified companies are drawn against each other they will play No Man's Land p288, even if either party has played this mission before.

### Army Submission

All Army Lists, including electronic lists, are to be emailed NLT **20 April 2017** to allow list checking and first round matchups to be arranged

Lists to be emailed to Paul Skuse – [fowbriscon@gmail.com](mailto:fowbriscon@gmail.com)

## Terrain

There is a significant requirement for community sourced terrain in these tournaments.

We expect tables, like combat to range from open to high density. Tables during the event that prove problematic may be changed during the event –but not during games. Players are to refrain from altering terrain.

### WYSIWIG and Pre Game Declarations

Before each game starts, take 2 mins to talk through and agree on the terrain with your opponent. Whilst FOW is a WYSIWIG game, not all terrain is WYSIWIG, and some people bring with them different concepts on terrain. Talk about it and make decisions. If you can't agree on an interpretation quickly roll a dice and move on. Do not spend more than 5 mins. This is especially important for things like 'crop fields', 'orchards', 'elevations', 'ridge lines' and 'rubble' which are often played differently and are often not modelled WYSIWIG to scale.

If you are not sure if you can be seen or see to shoot, ask your opponent in your movement phase, or get down, or declare what you are trying to do. If it is unreasonable your opponent will let you know it is unreasonable.

Get down and see what your teams can see or use a laser pointer.

90% of FOW game issues are terrain issues.

If a TO is called over to adjudicate a terrain issue, their first question will be "what did you both decide at the start of the game?" – if the answer is 'nothing' and the terrain rules are not clear in a WYSIWIG way, the TO will roll a dice to determine whose interp is correct for the rest of the game.

### Rivers will be played consistently as follows:

0 – 1 Crossing: Slow Going

2 – 3 Crossings: Bog Test

4+ Crossings: Skill Test

### Prizes

Players supplying terrain are encouraged to present bold and challenging playing surfaces. All players who supply terrain will be eligible for awards – winners will be selected by popular vote during the show parade and announced at the prize ceremony.

## Referee Decisions

Old rugby saying... "*The referee is the sole judge of fact and law*"

To that end, it is expected that players will play in a friendly, but competitive spirit. Questions of interpretation of the rules will normally be sorted out by players. The TO's will make a decision where requested, and the referee decision will be final (even when we're wrong; we're right!)

Process, the TO will come to the table with the Rules Book and LFTF, if required will read the rule(s) and see if there is an alteration in LFTF and if necessary will make an interpretation if the situation is still not clear. If the TO makes an interpretation, they will let the other TOs know so the same rule situation can be applied equally for the rest of the event for consistency.

Arguing with a TO after the decision will result in a yellow card. The first yellow card will cost a player 1 battle point awarded to their opponent. A second yellow card will result in a forfeit (1-6 loss) and a third infraction is a red card, which is a tournament forfeit with no refund. We do not anticipate the use of any cards during the tournament, but the rules

are in place as a precaution. (It is acceptable to let the TO know you do not agree with the result but will continue on with the game)

**Armies must be fully painted, based and miniatures must be reasonably WYSIWYG. It is a player's responsibility to ensure opponents are fully briefed on their Army composition.**

**Minimal Substituting will be allowed, and players must seek the TOs OK prior to the weekend.**

## General Guidelines

- We're all here to have fun and play toy soldiers. We all want to win and do well, but that doesn't mean that you should be unpleasant during your game.
- Keep it calm.
- State your intentions.
- Doubts about special rules or potentially tricky situations should be discussed BEFORE a conflict arises.
- Discuss what you are doing during the game so your opponent knows what you are doing – or rolling for.
- At any time if a person feels that they have been treated in an unsporting manner, they should inform a ref or the TO about it.
- If need be, have a self-imposed 5min sin bin break and walk away from the table and calm down.
- If you bring a big army or a fortified army, you are entitled to do so as this aids in your enjoyment of your game, but please consider the enjoyment of your opponents game, and ensure you know all your special rules, have worked out strategies to set up quickly, and move through your turns quickly.
- This player pack might seem daunting if you are a new player or new to tournaments. Please don't let this put you off coming along. If you are new, ask questions – in email, on the forum and during the game. Even the most hardened power gamer will take the time to help you out and answer your questions, especially if you make it known at the start of the game you are new. The flames of war community is a pretty helpful one.

## Game Draws

The Draw will be a modified Swiss chess system matching players on similar Win Bands.

When cards are handed in the TOs they will check the results of both cards to make sure the scores are the same. Issues do happen, if you come to us after the draw is done, the draw will not alter, however, after talking to both players we will amend the result if required, and all future rounds will be drawn appropriately.

In the event of odd numbers of players the following policy will be adopted. From Round 2, without exception the Bye will go to the lowest ranked player who has not already had a bye. Players may not request a Bye and will only be allocated one Bye regardless of finishing position in subsequent rounds. A Bye results in a 6-1 win. (Bye Armies will be available so the player can still have a game against the TOs, and still retain the 6-1 win).

**Players should not have to play the same player twice. If you have drawn a player you have played already notify the TOs immediately.**

## Tournament Scoring

### Tournament Scoring

Win 2 points, Draw 0.5 points and Loss 0 points. The tournament results will be based solely on performance in battle. With the player with the highest Win 'band' coming first.

Should a tie break be required, we'll adopt the following count back process in order:

- Total of your opponents VPs (low is good) (i.e. if you had 6-1, 5-2, 3-4, 2-1) your score will be 8, if you are tied with some on 9 you will rank higher.

- Result of any face to face match up. (Winner will be ranked higher)
- Which of the tied players had their five opponents score more battle points (VPs) than others in the tie.

Roll a dice – lowest score wins.

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## Prizes

Prizes are awarded in all tournaments and comprise a mixture of Sponsor vouchers, trophies, certificates and other prizes. Prizes to be awarded include:

Best General, 2nd Best General, 3rd Best General

Most Sporting,

Best Painted Army

Best Table

Wooden Spoon, Encouragement Awards

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