

Australian National Championships - World War III Team Yankee

23-24 April 2022 – Mt Gravatt Showgrounds

Tournament Organiser **Garry Wait** (Umpire on day may be different)

General

All players must register for the tournament by visiting the Briscon website (www.Briscon.com.au) and must pay in advance via Paypal ;.

COST IS \$ 50

Donations will be given to Soldier On Charity for Australian veterans. As such, any player may choose on the day to purchase one additional Lucky Card per game for \$ 5 donation PER card to provide a reroll of any ONE of their dice. Of course, if this is not used in a game, it is lost. The donation will be 100% applied to Soldier On Charity and is entirely at player's choice. We will also endeavour to have a raffle for this purpose also.

Rules

World War III Team Yankee hard or soft cover rulebook (this is the V2 rules).

Point Limits

100 points maximum which must not have any Allied formations

Armies

Any printed Team Yankee list may be used, excluding any that only appear on website or fan written lists. This means if you can't do the list up with Forces of War (www.forces.team-yankee.com) then it isn't a legal list.

Games

Five Games of 2 hour's maximum duration over two days (Day 1 – 3 games, Day 2 – 2 Games). Extra time will be allowed for round One to encourage players to get into the groove of the game and a random extra amount of time will be permitted at umpire's discretion.

WITH only 100pts per game and two hours per game, it is RECOMMENDED you play aggressively (on the table) and quickly where possible to get games completed in time.

Starting Games

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

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.

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

Missions to be drawn from the Expanded Missions matrix, with each player nominating

Attack Manouver or Defend and dicing by mutual consent once chosen.

Army Submission

All Army Lists, including electronic lists, are to be emailed No Later Than 15 April 2022 to allow list checking and first round matchups to be arranged with organiser's list to be published PRIOR to this date on Facebook or on request from email.

Lists to be emailed to teamyankeebne@gmail.com

Terrain

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 this 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 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.

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, if required will read the rule(s) and see if there is an alteration in FM101 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 players 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 (total 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 should aim to 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. There will be a prize for best painted army.

Minimal Substituting will be allowed, and players must seek the TOs OK prior to the weekend if you cannot use a correct mini..

LOAN ARMIES ARE AVAILABLE ON REQUEST

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 community is a pretty helpful one.

Schedule

Saturday 23rd April 2022

- Player Briefing 0900 – 0915
- Game 1 0915 – 1130
- Lunch
- Game 2 1230 – 1430
- Game 3 1445 – 1645

Sunday 24th April 2022

- Game 4 0930 – 1130
- Game 5 1230 – 1430
- Prizegiving and Pack Up

The game schedule has been designed to allow players time to socialise and explore the stalls.

Game Draws

The Draw will be a modified Swiss chess system matching players on similar Win Bands. First round will be drawn so where possible Blue on Blue or club mate match ups are avoided in Round 1 only. Players can nominate mutually nominate for a grudge matches or to avoid regular opponents in the **first round** only.

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: In the first round, a Bye will be issued by the TO on a random basis. 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 8-1 win. (Bye Armies will be available

so the player can still have a game against the TOs, and still retain the 8-1 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

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Scoring will use the Flames of War points system. The tournament results will be based solely on performance in battle. With the player with the highest score 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 8-1, 7-2, 6-4, 2-1) your score will be 8, if you are tied with someone who 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 eight opponents score more battle points (VPs) than others in the tie.

Roll a dice – lowest score wins.

Prizes

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

Australian Champion, 2nd Best General, 3rd Best General

Most Sporting

Best Painted Army

Wooden Spoon, Encouragement Awards
