



BrisCon 2019

Flames of war 15mm World War II mid-war miniatures wargame.

V4 Rule Book and all available Mid War Army lists and Lessons from the front as of 31/03/2019. Note #1 & #2.

\$60 per player for both days

100 points fixed army lists including Command cards, with all figures painted to a reasonable standard.

Game length: 2.5 hours, consisting of 30 minutes set up and 2-hour game time, Players will receive time warnings. Players are to display a turn counter for the TO's benefit and to encourage positive fast play. FOG of War and Wild cards will not be used. I will attempt red on blue games where possible.

Game 1: Scenario 2 – roll off to determine who attacks.

Game 2: Scenario 3 – roll off to determine who attacks.

Game 3: Scenario 4 – roll off to determine who attacks.

Game 4: Scenario 5 – roll off to determine who attacks.

Game 5: Scenario 6 – roll off to determine who attacks.

Suitable penalties will be incurred for tardiness and slow play.

Scoring and Draws: Depending on player participation a modified swiss chess system will be used, in the case of odd numbers of players or something unforeseen occurs and a bye is required, I will play, with the resulting score recorded to the tournament participant. Depending on player participation if not enough players, a round-robin format will be used.

Terrain, there will be two types of tables, Desert or Russian Front. Africa will be desert terrain, low hills, gullies, oasis and towns/forts. Russia will mostly be step, woods small towns and rolling hills. It may happen that some Ruskiies find their way to a desert table or Afrika Corp to the Russian Step 😊.

Prizes 1st, 2nd & 3rd, prizes have yet to be organised, it is hoped that everyone walks away a winner in some format.

Please register via the Briscon website and forward your finalised army lists to warwickwest7@gmail.com for review.

#1 Excluding Scout Tanks command card from Desert Rats, use the Scout Tanks command card from Armoured Fist.

#2 All models not on a base must stay outside ½ inch of friendly models unless assaulting. This means no tank parks!

I understand there is some resistance to V4 but hope that those who are not in favour revisit it by coming over and viewing our tables and game play with an open mind. Or perhaps dust off those armies, join in for some fun rolling dice and pitting your wits against a worthy opponent.

My aim is to keep it friendly and simple, with a fun and fast pace style of play. I hope to see some old friends and make new ones at Briscon 2019.

Warwick WEST