

# BRISCON 2023

## Flames of War V3

### Late War

29 to 30 April 2023

This year we shall be having a different format of gaming.  
A campaign game over the 2 day weekend.

**Tournament Organizer** Charles Stubbs – [provost121@gmail.com](mailto:provost121@gmail.com) (Who Will Play)

#### **Campaign - Operation Epsom Normandy June 1944**

Battles by the British VIII Corps, 15<sup>th</sup> Scottish Infantry, 43<sup>rd</sup> Wessex Infantry and 11<sup>th</sup> Armoured Divisions between 26<sup>th</sup> and 30<sup>th</sup> June 1944.

Capture of the Odon River bridges near Hill 112 and the German counterattack.

German Forces from 12 *Hitlerjugend* SS Panzer Division and elements from 1<sup>st</sup> and 2<sup>nd</sup> SS Panzer Corps.

#### **General Rules**

Version 3 Rulebook with Lessons from the Front.

There shall be a couple of House Rules, which are designed to enhance the game.  
*Refer House Rules Section (Optional).*

*These are up for discussion by players before the briefing on Day 1 (Saturday 29 April). Players can email there preferences to the TO, NLT Saturday 22<sup>nd</sup> April.*

All players must register for the tournament by visiting the BRISCON website ([www.briscon.com.au](http://www.briscon.com.au)). Email organizer preference of playing Allied or Axis.

#### **Cost for Convention**

Saturday 29<sup>th</sup> and Sunday 30<sup>th</sup> April - \$55

Play for 1 day (Either Saturday or Sunday) - \$30

#### **Campaign Timings**

Day 1 Saturday 0830 for Briefing with Play to commence NLT 0930.

Play finishing close to 1630.

Day 2 Sunday 0830 for Briefing with Play to commence NLT 0900.

Play finishing close to 1500.

#### **Terrain**

A table approximately 1800 wide by 3600 long representing the topography of Normandy in the area of operations of Operation Epsom.

Players are to refrain from altering terrain.

Whilst FOW is a WYSIWIG game, not all terrain is WYSIWIG, and some people have a different concept on terrain. Terrain shall be discussed at the Briefing. 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 or the periscope (supplied by TO).

**Rivers shall be played consistently as follows:**

**Roll 1 D6**

1 Crossings: Slow Going

2 – 3 Crossings: Bog Test

4+ Crossings: Skill Test

### **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.

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.

### **Prizes**

Prizes may be awarded to the Allied Generals and the Axis Generals, depending on how many objectives are accomplished during the game.

Also Most Sporting and Best Shot (Tank Killer).

**This shall be dependent on the number of players.**

### **What to Bring**

Rulebook, Dice/Tokens, Tape Measure, Artillery Template and Smoke Markers etc

Paid and confirmed players shall advise the TO by NLT 25 April which unit/units they shall be able to bring.

Forces from V3 Books – Overlord and Atlantik Wall.

Refer **Operation Epsom** document.

Allied

British Infantry Company

British Armour Squadron

British Support Weapons and/or Artillery

German

German Infantry Company

German Armour Squadron

German Support Weapons and/or Artillery

### **Information before Tournament**

Players who have enrolled and paid for the weekend, shall receive an **Operation Epsom** document from the TO, between 22<sup>nd</sup> April and 25<sup>th</sup> April.

This shall have information regarding both the Allied and German forces.

Units, strengths and locations with any timings regarding the battle.

Also included shall be a map of the area of operations.

*Each player shall be notified prior to Saturday 29<sup>th</sup> April with regards to the Optional House Rules. Each of these rules shall require consent by all players to be included.*



### **House Rules Section (Optional)**

*These shall be confirmed at the briefing on Saturday morning, and some, none or all may be used with agreement by all players.*

#### **Artillery Point of Aim:**

In FOW V3 the point of aim used for a bombardment is 'an enemy team'.

I propose to use any point of terrain on the table within line of sight of the spotting team as the point of aim for a bombardment. You can, of course, also still use an enemy team if you wish.

#### **Opportunity Fire:**

This is a rule that is not used by FOW.

The concept of this rule is of a team suddenly having an enemy ground team moving into line of sight and providing an 'opportunity to engage'. There may not be a lot of time to acquire and lay your weapon accurately onto it. So, in infantry terms this would be a 'snap shot'.

The rule is used as follows:

- Enemy team moves into line of sight and is within weapon range;
- Attacking player announces 'Opportunity Fire';
- Firing unit fires at ROF 1. To hit the target is also +1 for 'Opportunity Fire';
- Firing teams that are already ROF 1 weapons will have to fire with +1 for ROF 1 adding a further +1 for 'Opportunity Fire'.

#### **Line of Sight to Aircraft:**

In FOW V3 terrain and Smoke markers can block the line of sight to aircraft.

Players often use this to their advantage to reduce or stop anti-aircraft fire.

Terrain can provide concealment to the anti-aircraft weapon platform if it is located within 4"/10cm of buildings or woods etc. Similarly, it provides concealment to aircraft if they are shot at by an anti-aircraft platform with 4"/10cm of terrain.

(+1 to D6 Roll for Shooting or to Hit).

*Addition to aircraft rule - Terrain never blocks line of sight.*

*Which allows for potential concealment for the aircraft or ground unit.*