# WELCOME TO TEAM YANKEE AT BRISCON 2017!

Team Yankee will be a Five game, 100pt tournament.

TO for this event is Paul Skusel who can be contacted on email fowbriscon@gmail.com

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.

## ARMIES

Armies are to be drawn from the *TY rule book*, *Leopard*, *Iron Maiden* or any printed or digital lists provided by Battlefront up to 20 April 2017. No fan-fiction cards are allowed. All minis are to be 15mm, painted and correct in keeping with the principles of WYSIWYG. Minis do not have to be Battlefront produced but should be reasonably depicting their actual counterpart in reality.

Supply is an issue understood for most players (especially with recent releases), consequently some proxying will be acceptable (in proxying players must attempt to proxy vehicles of the same approximate size of real models) – it is a player's responsibility to ensure opponents are fully aware of the components of their army at commencement of each game.

Players are to submit Army Lists by  **25 April 17** to the TO.

## TERRAIN

There is a requirement for community sourced terrain in this tournament. Players that supply terrain are requested to ensure a balanced, but challenging playing surface.

## MISSIONS

Except for round one which will be Free For All, missions will be determined by use of the battle plans list as per:
http://www.flamesofwar.com/Portals/0/Documents/TeamYankee/Team_Yankee_Expanded_Missions.pdf

On page 3 of the above Expanded Missions, you nominate either 'Prepared Attack', 'Hasty Attack' or 'Defend' and one player will roll accordingly. Players are strongly encouraged to think ahead on how you wish to use your force.

Please also read:
http://www.flamesofwar.com/Portals/0/Documents/TeamYankee/FM101-FAQ.pdf for more info.

Players are to bring own copies of both documents.

## SCORING AND THE DRAW

NATO vs WARPAC will be matched (as far as possible) for first round – anyone wishing to play a 'friendly' grudge match must nominate prior to 25 April 2017 (in this case, both players must contact the TO). From Round 2, match ups will be determined by results.

Each player will be issued with a results card to be maintained throughout the tournament. Games will be decided on a Win / Draw / Loss ratio. That is, a game that ends in a win for one player will receive a Win result (e.g. taking and holding an objective, destroying opponent's army etc), Draw will be in the case of a time out and Loss is self explanatory.

Win/Bye will be worth **5** points, Draw will be worth **2** points and loss worth **1** point.

Count back will be based on standard VP's per Battlefront rules. Players will be matched with others on the same number of wins as much as possible, after the initial random draw for the first round.

Prizes will include daily 1st, 2nd and 3rd place trophies, Best Painted Army and Best Sport prizes may also be awarded. Overall awards will also be awarded at end of Day 3.

### Byes

In the event we have an odd number of players, it will work thus... the last player to register for the event will wear the first bye in Round 1. After that, the bye will go to the player who gets mauled the worst in each round (i.e. comes last after all results are in).