

World War III Team Yankee Australian Nationals

May 4th & 5th 2024

Briscon @ Mt Gravatt Showgrounds Qld 4122

Tournament Organiser **Terrance Trudgett (Battle Bunker)**

General

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

COST IS \$60 per player

Rules

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

Point Limits

- 120 points maximum
- No duplicate formations
- No Allied formations
- Max 20 Tanks with Front Armour of 9+ or above (under is uncapped)
- Max 30 stands of Infantry for the whole list

Armies

Lists will only be accepted in the Forces of War website pdf/printed format (www.forces.team-yankee.com)

If you don't have access or need assistance with making your list via the force's website, please contact the TO and they will be more than happy to help out.

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

Players who bring unpainted minis to the event will not be allowed to use them in the games, so make sure it is all painted.

No model substitutions will be allowed with only exceptions allowed are of the same model type but are a different variant e.g., m1 Abrams, stillbrew chieftains etc.)

Schedule

Saturday

- Player Briefing 0900 – 0915
- Game 1 0915 – 1145
- Lunch 1145 - 1230
- Game 2 1230 – 1500
- Game 3 1500 – 1730

Sunday

- Game 4 0930 – 1200
- Lunch 1200 - 1230
- Game 5 1230 – 1500
- Pick up 1500-1545
- Prizes 1545-1615

Missions	<i>Missions to be drawn from the Expanded Missions matrix, with each player nominating Attack Manoeuvre or Defend and dicing by mutual consent once chosen.</i>
Army Submission	<p>All Army Lists are to be emailed No Later Than 20th April 2024 to allow list checking and <u>first round matchups to be arranged with organiser's list to be published PRIOR to this date on Facebook or on request from email.</u></p> <p>Lists to be emailed to teamyankneebne@gmail.com</p>
Terrain	<p>Tables during the event that prove problematic may be changed during the event –but not during games. Players are to refrain from altering terrain.</p> <p>Before each game starts, take 2 mins to talk through and agree on the terrain with your opponent.</p> <p>If you are not sure if you can be seen or see to shoot, ask your opponent in your movement phase, get down and see what your teams can see or use a laser pointer.</p> <p>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’ the TO will determine the terrain for the rest of the game.</p>
Referee Decisions	<p>Players are to play in a friendly, but competitive spirit. Questions of interpretation of the rules will normally be sorted out by players. The TO's will decide where requested, and the referee decision will be final (even when we're wrong; we're right!)</p> <p>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. 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.</p> <p>Arguing with a TO's decision will be given with a warning, any further arguments will be dealt with as a forfeit of your continuing attendance and ticket to the event.</p>
General Guidelines	<ul style="list-style-type: none"> • 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.
Game Draws	<p>The Draw will be a modified Swiss chess system matching players on similar Win Bands.</p> <p><u>Players can mutually nominate for a grudge match or to avoid regular opponents in the first round only.</u></p> <p>In the event of odd numbers of players, a Bye will be issued by the TO. A Bye results in a 8-1 win. (the player can still have a game against the TOs, and still retain the 8-1 win).</p> <p>Players should not have to play the same player twice. If you have drawn a player, you have played already notify the TOs immediately.</p>

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: **Win, Loss or Draw**.

In the event of players timing out in games, they will be scored as a draw (3-3)

Should a tie break occur at the end of the event for placings, we'll adopt the following count back process in order:

- Total of Victory points (VP) earned during the event.
- If VP are tied, a Roll of a dice from the TO will determine the victor.

Prizes

Awards are listed in the following categories:

- Best General
- Runner Up General
- Hanno swag (rule of cool, looks awesome on the table, but not always a winner)
- Best Themed list
- Best Painted Army

all remaining Prizes for the event will be done via a raffle draw for non-award players.

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