

# Queensland Flames of War and Team Yankee Championships

28-29 April 2018 – Downey Park Qld Table Tennis Associatoin

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**Note: This player pack may be amended. Players will be advised of any changes through the Battlefront Forum thread.**

## Tournament Organisers

LW Speed Flames	Garry Wait - <a href="mailto:FoWBriscon@gmail.com">FoWBriscon@gmail.com</a>
Team Yankee	Garry Wait - <a href="mailto:FoWBriscon@gmail.com">FoWBriscon@gmail.com</a>
Entry Fee	Late War \$ 25 per day Team Yankee <b>\$50/2 days</b>

## General

All players must register for the tournament by visiting the Briscon website ([www.briscon.com.au](http://www.briscon.com.au)) once registration link is established.

There will be three games of Team Yankee on the Saturday and two games on the Sunday.

There will be five games of Speed Flames Late War on Saturday and four games of Speed Flames Late War on the Sunday.

## Rules

Version 3 Rulebook – Late War

[Lessons from the Front](#) (Cut off for updates to LFTF is **15 Dec 2017** to allow players time to read in, and make decisions around army choices before list submission).

Players are to have copies of the Rulebook and LFTF. (Electronic or Paper is fine)

Team Yankee per the hardcover or soft cover rule book

## Point Limits

Team Yankee – 85pts

Late War – 1000 pts

## Armies

### Late War Speed Flames

Any mech or tank list, drawn from the Late war list below. No more than one infantry platoon may be used and NO units without wheels or tracks. Note that aircraft have wheels so are permitted.

Lists may be drawn from any current approved 'for 3rd edition list' or any list on Forces or Digital Note that some Russian books and Ardennes Offensive lists are not valid for tournament play and have been replaced by newer books. Any list on Forces of War, will need to be printed out with all special rules for your opponent and TO to see.) Pacific lists marked for Late War may be used.

Multiple companies are not allowed.

Late War will have random missions drawn from the below list PER day, this means a mission may be played on both days, but no mission will be repeated on a single day.

Encounter	No Retreat	Cauldron
Hold The Line	Surrounded	Dustup
Fighting Withdrawal	Breakthrough	Hasty Attack CounterAttack

### **Team Yankee**

#### **Armies:**

Armies are to be drawn from the TY rule book, Leopard, Iron Maiden, Volksarmee, Red Thunder and Stripes, or any digital lists provided by Battlefront up to 21 April 2018. No fan-fiction cards are allowed. All minis are to be 15mm, painted and correct in keeping with the principles of WYSIWYG. Formation limits as set in army books will be used.

#### **Terrain:**

The Team Yankee event is dependent on community sourced terrain in this tournament. Players that supply terrain are requested to ensure a balanced, but challenging playing surface. The organisers reserve the right to amend any table as they see fit for balance and playability

#### **Missions:**

All missions including round one will be determined by use of the battle plans list as per: <http://flamesofwar.com/Portals/0/Documents/MoreMissions2017/TYMoreMissions.pdf>

On page 3 of the above Expanded Missions, you nominate either Attack, Maneuver or Defend and one player will roll accordingly. Players are strongly encouraged to think ahead on how you wish to use your force. A movement tray is highly recommended to enhance setup times. Ideally players should take no more than 15 minutes to setup their armies.

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 two rounds

## **Games**

**Flames of War** Each game will be of one hour duration ONLY. No more time than this will be permitted and games will finish on a whistle stop basis.

Blitzkrieg and speed is the key, ladies and gentlemen.

**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.**

#### **Starting Games – TEAM YANKEE ONLY**

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

- Players more than 5 mins late for a round will hand their opponent the choice of

being attacker or defender if a defensive game or choice of table side if a meeting engagement.

- Players more than 15 mins late for a round will also hand one VP to their opponents on conclusion of the round.
- Players more than 20 mins late for a round will forfeit the game.

### **Ending Games**

Team Yankee Players will receive a 1 hour to go, 30 minutes to go, 10 mins to go and then a final 'dice down' Call. Late War will be whistle stop called time.

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.

### **Defender Winning by Time out (Mobile and Defensive Missions)**

In missions where the objectives are not yet live

The *There are No Draws* (p. 275) rules for determining victory will be used to determine results if the objectives are not live.

In missions where the objectives are live from turn 1

**If less than six turns are played by both players** and the game is unresolved. (this means you must have started the seventh turn).

Both players cards will be marked 'slow play' and a mutual loss is recorded. Repeated slow play will result in TO intervention. Scores for current and previous games may be adjusted as a result.

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.

## **Army Submission**

All Army Lists, including electronic lists, are to be emailed NLT 20 **April 2018** to allow list checking and first round matchups to be arranged.

## **Terrain**

There is a significant requirement for community sourced terrain in these tournaments. Players that supply terrain are requested to ensure a balanced, but challenging playing surface. Once all tables are set on the weekend, tables will be inspected for playability and if necessary some adjustment may occur. This will ensure a good playable spread of different tables for the event. We expect tables, like combat to range from open to high density. This will be done by the terrain team, who will be designated by the committee, and may include players. 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 FOW 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 FOW 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.

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

0 – 1 Crossing: Slow Going

2 – 3 Crossings: Bog Test

4+ Crossings: Skill Test

**Prizes**

Players supplying terrain are encouraged to present bold and challenging playing surfaces. All players who supply terrain will be eligible for awards – winners will be selected by popular vote during the show parade and announced at the prize ceremony.

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 and LFTF, if required will read the rule(s) and see if there is an alteration in LFTF 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 TOs 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 (1-6 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)*

Briscon reserve the right to refuse entry to the event as well as asking someone to leave the event for poor behaviour. Threatening, physical or verbal behaviour to TOs, other players or anyone else will not be tolerated.

**Armies must 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.**

**Minimal Substituting will be allowed, and players must seek the TOs OK prior to the weekend.**

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 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 flames of war community is a pretty helpful one.

## 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.

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.

**Players should not have to play the same player twice. If you have drawn a player you have played already notify the TOs immediately.**

**Where possible we will try to match you to a different table every round. However it is possible you MAY play the same table twice and this will be avoided wherever we can.**

## Tournament Scoring

### Tournament Scoring

Win 2 points, Draw 0.5 points and Loss 0 points. The tournament results will be based solely on performance in battle. With the player with the highest Win 'band' 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 6-1, 5-2, 3-4, 2-1) your score will be 8, if you are tied with some on 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.

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