

Flames of War

Pre-LW Nationals Warm-Up!

Date: Saturday, April 7, 2011

Site: The Last Square – 5944 Odana Road, Madison, Wisconsin.

Entry Fee: \$10.00 (\$5.00 will go towards prizes and \$5.00 will go to fine Wisconsin artery clogging food)
Tournament: 3 Game, Late War Format. Up to 24 players. Also, Keamma will be awarding free Wisconsin Microbrews as additional prizes for top finishers, farthest travelers and whatever the hell I feel like giving beer for.

This tournament is designed to be as good a warm-up for the Adepticon LW Nationals as I can make it. As many of the known special rules as possible will be included. Missions will be selected from the Missions specified for the LW Adepticon Nationals as well. As much care as possible will be taken so as to allow players to have a good “spring training” event prior to the LW Nationals at Adepticon.

This tournament could also be used as a last minute qualifier for Nationals. We’ve qualified almost a dozen players so far this tournament season so even a middling finish might be enough to get the job done. No gimmes, come to play hard.

This tournament will also make every attempt to be as V3 rules compliant as we can be. Allen (webgriffin), Mike (cornishkeebler) and myself (keamma) will make every effort to be as knowledgeable with the V3 rules as we possibly can be. It will be tough but we will reserve the right to call all calls as we see them. Cheer up, it could be a 40K event!

Points: 1575 points from: RB, GW, E&S, TT, ABtF, HH, Cassino, D&D or any official, currently available Battlefront pdf list. Multi-company forces are not allowed. That’s right, the Eastern Front has moved on. We want to be part of the wave to move forward and past the old, ancient, way-outmoded, long-past-their-prime various softbound EF books. Come on... you can do it!

The First Round will be one of the new V3 Rulebook missions (mobile battle) or a specified Adepticon mission.
The Second Round will be one of the new V3 Rulebook missions (defensive battle) or a specified Adepticon mission.

The Third Round will be a random roll off between Free-For-All or No Retreat or a choice between two Adepticon missions (one mobile battle and one defensive battle).

Mission choices will be specified by or before March 1 to allow players to fine tune their lists.

Tournament schedule:

Orientation 0945-1000

Game 1: 1000-1230

Break: 1230-1245

Game 2: 1245-1515

Break: 1515-1530

Game 3: 1530-1800

Awards: 1800+

Rules and Regulations

All armies should be fully painted. Any miniatures not fully painted will be looked upon with pity but still allowed to be played. Remember, nobody likes to play The Silver Surfer Infantry Army or the Ninja Tank force.

Also, we really frown on slow players and slow-setter-uppers. Players will have 20 minutes, combined, maximum to set up for each game. If at the end of the 20 minutes either or both players are not finished with their set up then both sides will begin play with all non-deployed units that were supposed to begin the game on the table starting the game as Immediate Reserves. Note, players trying to manipulate this will be made fun of or worse. At our last event we have to admit that we had a player take over an hour to set up his stuff. Wow, that was neither fair to his opponent or cool. Tsk-tsk to that one. What did we learn here? Answer, don't bring what you can't handle with alacrity.

Also, this is a non-asshat event. Players that upset poor pitiful me or give dear Mrs Keamma a reason to worry about my usually lower-than-average blood pressure will be issued a Yellow Card and a point will be deducted from their tournament score. A second offense on the same day, while highly unimaginable, will be given a Red Card and well... that will be bad, so let's make sure that doesn't happen. If you want to throw a fit, please stay or go home early and torment your future ex-wife. See how easy that is!

Rounds will be determined by game results and each player will be matched with an opponent of their caliber. Battle point match-ups are the only determinant for game matchups, be prepared to play any army.

Army Lists should be submitted ahead of time for review and verification. Email your army list to me no later than Wednesday, April 4 to: Keamma1@hotmail.com Please include the following information: Player's full name, Player's email address (please) and phone number (optional), Book or pdf reference for all platoons incorporated into your list, Type of company (Armored, mechanized, infantry), as well as a list of each Platoon or Hero in your force along with the point cost for each element of your force. If you have any burning questions call me, Joe at 608-234-8595. Players of quality, highly skilled and otherwise generally cool, will, of course, plan on providing each opponent with a copy of their Army List before each game.

Scoring Breakdown:

- o Generalship: 100%

Draw Match-ups Determination:

- o Cumulative Victory Points

Generalship Scoring:

- o Victory Points + Extra points for wins + Penalty points for combat events.

Extra points for wins:

- * Players who win 6:1 will receive an additional 2 Victory Points.
- * Players who win 5:2 will receive an additional 1.5 Victory Points.
- * Players who win 4:3 will receive an additional 1 Victory Point.

Penalty points for combat events:

- * Winning Players who lose their Company Commander in a game will deduct 1 Victory Point.
- * Winning Players who lose any Hero in their force in a game will deduct 1 Victory Point.

Tiebreaker:

- * Platoon kill differential (platoons killed minus platoons lost) first, platoons killed second and dice roll off if required third.

Prizes will be given for: Best Overall General, Best Allied General, Best Axis General, Best Painted, and Best Sport. BF Prize Support and the \$5.00 Tournament Entry Fee will all be fully funneled into Prize Support.

Good Luck,
Joe

The following is subsidiary information:

Table Terrain:

Table terrain will be V3 compliant, whatever that proves to mean.

Any hill mass will be played accordingly: a hill mass is just slightly higher than any building but not as high as the forest terrain. The hillsides will be clearly delineated from the tops of the hills (GeoHex). The tops of the hills will clearly be delineated and will be defined as flat terrain.

Any fire traced along the slope of the hillsides, by units neither of which is located on the hill, will provide concealment to the target. Fire across the slope of the hillsides may or may not provide concealment (hull down), see below. Players on the tops of the hills can claim "hull down" status only at the very crest (top) of the hill slope. Defilade below the hill is only available when being fired on by teams on top of the a common hill, but with firing teams back from the frontal edge of the hill. The distance that defilade is created is only in the two inches from the bottom line of the common hill mass. Teams completely within the defilade are not in LOS of the firing/observing team. Please try to make this easy. A demonstration of what constitutes "hull down" and "defilade" will be given prior to the start of the tournament. Defilade, don't count on it.

Each table may have a linear water feature running between two adjacent sides. This water feature will be Difficult Going (bog check) and will provide concealment for any team within the water feature.

Forest terrain will be considered Difficult Going (bog check). Players will have the option of deploying units in the forest terrain back from the tree line, allowing them to see or be seen at 6". Players must declare that option during the movement step of their turn.

Orchards may be located on some tables. Orchards DO BLOCK LOS and LOF just like Forest terrain but do not require any type of bog check when moving into, through or out of the Orchards. Orchards are cross country terrain for purposes of movement. Note, this is a change from our past play but is more in-line to our interpretation of FOW standard terrain application.

Stone walls are treated as very difficult terrain to cross (skill test), providing concealment through the wall and bullet proof cover to any unit adjacent to the wall.).

Fields provide concealment to all units into and through them but do not hide any units from any other units. Thus, Jeeps and infantry are never hidden from LOS or LOF from any unit. Fields are cross country terrain.

V3 terrain rules will be implemented as they come out. This sheet will be updated as the V3 rules and the Adepticon rules are finished and we get closer to the event.

All tables will generally be typical WF or EF tables with no specialty tables; no "winter", "swamp" or "mountain" boards will be present.

Thank you,
Joe