Flames of War
Warfare 2021

Tournament Information

Warfare Information:

Warfare is Wargames Association of Reading's annual wargames show and is one of the largest in the country. This year, it is being held on the 27th and 28th November 2021.

Traders will be confirmed over the year, but we expect to have more than 80 of them, including Battlefront Miniatures. In addition, our ever popular (and huge) bring and buy will be present.

General Admission Opening times:
Saturday 10am to 5pm
Sunday 10am to 4pm

Event Information:
You can enter online at: www.wargamesreading.co.uk/product-category/wartickets/
Entry is £30 until September, rising to £35.
When booking your tickets please ensure that we have your correct name(s) and email address, so we can keep you informed of any changes to the event.
Cancelations/refunds - can only be given up to 14th October 2021.

For any more information please contact:
www.wargamesreading.co.uk/warfare/warfare-tournaments/

Travel Information:
Venue: Ascot Racecourse, High Street, Ascot, Berkshire, SL5 7JX
Travel information by car, public transport and helicopter can be found at:
www.ascot.co.uk/directions

Flames of War English Nationals 2020 Late War Tournament Schedule:

Saturday
- ✦ 08:15   Hall open for player table set-up (*Bring'n'Buy submissions*)
- ✦ 08:30   Player registration open
- ✦ 09:00   Player brief & round one draw
- ✦ 09:15   First round start
- Break
- ✦ 13:00   Second round start
- ✦ 15:45   Third round start

Sunday
- ✦ 09:15   Fourth round start
- Break
- ✦ 13:00   Fifth round start
- ✦ 15:30   Pack-up
- ✦ 15:50   Awards

Period/Forces:

All official **Late-War** v4 books with their associated Command Cards and Battlefront Community Cards published by 1st November 2021 are available.

Forces must not exceed **100 points**, consist of no more than two formations, with no single formation being fielded more than once.

House Rules:

Rules: Flames of War version 4 and any official v4 publication or errata published by 1st November 2021.

Game Duration: Each round will run for a maximum of 2 hours 30 minutes.

Games started after the official start time must finish at the same time as if the game had started on time.

Army List: A player may bring one Axis army and one Allied army.

Lists must be submitted for checking to **WarfareFOW@gmail.com** by Monday 8th November 2021. Once submitted the list may not be changed, except to correct errors within reason as agreed with the list checkers.

The format should be either Forces of War or similar presentation. A printed copy of your list as submitted must be made available to your opponent during play.

Draw: The Goettinger Pairing program will be used. We will prioritise Allies versus Axis where possible, followed by Nation and finally Affiliation.

Tables: Size will be 6' x 4'.
Terrain will be prepared by the tournament organisers and nominated individuals.

Commencing: Once a round's draw is published players may commence play earlier than the published time by mutual consent. See *Late Arrivals* for effect of not starting on time.

A player with two armies must use the army necessary to ensure an Axis vs Allied match up. Should both players have two armies they must first compare their primary army choices and then if necessary, roll a die with the higher roll playing Axis and the lower roll playing Allied.

Players should present their opponent with a copy of their army list before determining the mission, then if requested explain who and what their units are to their opponent when placing them on the table.

Missions: We will be using Battle Plans and a modified Missions table, see end of pack for table. The Missions pdf can be downloaded from the Flames of War website.

Should the occasion arise that one or both players have already played the mission drawn during the tournament, the result is to be **rerolled**, the new result stands.

Lists containing fortifications (Pakfront, Machine-gun Nest, etc) must take the Battle Plan *Defend* and are always the Defender. If both forces have fortifications, then roll a d6 to determine the attacker.

We will <u>not</u> be using Fog of War objective cards.

Pre-Ranged in Bombardments: Each pre-ranged in bombardment marker must clearly indicate to which unit it belongs, the exception of there being but a single battery/team.

Incomplete Game: Time will be called approximately 15 minutes before time is up.
When time is called, players are to even up the bound, with the result that each player will have completed the same number of turns. A new round should not be started.

Scoring & Placing: Flames of War v4 scoring. Placing is as per the Goettinger Pairing program.

Ties: In the event of a tie for a top three placing there will be a manual count back, favouring the victor if the players concerned have fought one another. Draws will be placed ahead of losses.

Late Arrival: 30 minutes after the round start the game will be awarded to the opponent (provided they are present), who will be awarded the maximum Flames of War score for a win. Both players may choose to play a friendly non-scoring game there afterward, to finish at the same time as if the game had started on time.

Umpires: Will be on hand to provide rulings, the Flames of War tournament organiser decisions are final.

Models: Must reasonably reflect the troops they represent; they must not be deliberately misleading.

Teams belonging to the same Unit should be clearly identifiable.

All models should be painted to a reasonable standard and must be based in accordance with the rules (PaK40s are now on a large base).

Vehicles on bases ignore the base for purposes of measurement and LOS.

Players must each have two objectives in accordance with the rules with them to use.

Flights should field the stated number of model aeroplanes (affects potential AA fire).

Aircraft on non-standard/non-vertical flight stands are not acceptable; please bear this in mind when compiling your force (LOS is to and from the flight stand, not the base).

Flames of War Event Record Card

Player's Name:		Event:	

Note: Complete the form from your point of view and not your opponent's

Round	Opponent's Name	Mission	Battle Plan **A**ttack **M**anoeuvre **D**efend	**A**ttacker or **D**efender	**W**in **D**raw **L**ose	Number of Units Lost*	Number of Rounds Played	FOW Score	Overall Score
1									
2									
3									
4									
5									

* Including HQ units and excluding all Independent teams.

VICTORY POINTS TABLE					
WINNER'S LOSSES	WINNER'S FOW SCORE	LOSER'S FOW SCORE	Best Sportsperson (must be someone you played!)	Best Painted Army	Best Player Supplied Terrain
0 or 1 Unit	8	1			
2 Units	7	2			
3 or more Units	6	3			

NOTE: If a draw both players score as the loser!

Battle Plans

Step 1: Each player selects a plan, be it ATTACK, MANOEUVRE or DEFEND.
  A force with fortifications or a Fort must select Defend and is always the Defender.
  If both forces have fortifications, then roll a d6 to determine the attacker.
Step 2: Compare choices using the matrix to determine your role and available missions.
  Always read the table from your point of view!
Step 3: Roll to determine the mission.

House Rule
**If EITHER player has already played the mission drawn during the tournament
the result is to be rerolled, the rerolled mission stands.**

Your Choice	vs	Your Opponent's Choice	
	ATTACK (1-2)	**MANOEUVRE** (3-4)	**DEFEND** (5-6)
ATTACK (1-2)	**Roll a d6 to determine attacker** 1: Breakthrough 2: Counterattack 3: Dust Up 4: Encounter 5: Free for All 6: Breakout	**You attack, your opponent defends** 1: Breakthrough 2: Contact 3: Counterattack 4: Dust Up 5: Cornered 6: Outflanked	**You attack, your opponent defends** 1: Dog Fight 2: Bridgehead 3: Break Out 4: No Retreat 5: Killing Ground 6: Rearguard
MANOEUVRE (3-4)	**Your opponent attacks, you defend** 1: Breakthrough 2: Contact 3: Counterattack 4: Dust Up 5: Cornered 6: Outflanked	**Roll a d6 to determine attacker** 1: Breakthrough 2: Counterattack 3: Dust Up 4: Encounter 5: Free for All 6: Breakout	**You attack, your opponent defends** 1: Cornered 2: Bridgehead 3: Killing Ground 4: No Retreat 5: Dog Fight 6: Outflanked
DEFEND (5-6)	**Your opponent attacks, you defend** 1: Dog Fight 2: Bridgehead 3: Break Out 4: No Retreat 5: Killing Ground 6: Rearguard	**Your opponent attacks, you defend** 1: Cornered 2: Bridgehead 3: Killing Ground 4: No Retreat 5: Dog Fight 6: Outflanked	**Roll a d6 to determine attacker** 1: Breakthrough 2: Counterattack 3: Dust Up 4: Encounter 5: Free for All 6: Breakout