

LOCK & LOAD 2021

23 October 2021

World War III: Team Yankee

Tournament Players Pack

This is a friendly tournament with quick games to help both new and experienced players get their armies onto the table and play more fun battles. We will help players who are still learning, and armies are available to borrow if you don't have a full force yet.

Date: Saturday 23 October 2021, 8.45am – 6pm

Location: Group North Historical Wargames Society, 22 Woomera Avenue, Edinburgh

Tournament Organiser: Saravan Peacock (flamesnorth@groupnorth.club)

Entry: \$15 club members
\$20 non members
(entry fee includes regular \$5 door fee)

Rules: World War III: Team Yankee rules (ie the 'Team Yankee version 2' rules), clarified through:

Field Manual 101 (updated May 2021)

<https://www.team-yankee.com/portals/0/Documents/TeamYankee/FM101-FAQ.pdf>

Scenarios are fixed, refer to the revised Missions pack (updated April 2021) for scenario rules:

<https://www.flamesofwar.com/Portals/0/Documents/TeamYankee/WWIII-Missions2021-NB.pdf>

Registration:

- To register, email the tournament organiser: flamesnorth@groupnorth.club
- Tabletop.TO will be used to manage the event. Players can enter results from matches online and view the live ladder. You can create an account through <https://tabletop.to/> and the event is "Lock & Load" <https://tabletop.to/lock-load> - the system is free for users.
- The tournament organiser will be able to enter details on behalf of players without an account or device. The club does not have WiFi facilities, however mobile reception is fine.
- Up to 16 players.
- The tournament organiser will provide details for payment following registration.

Lock & Load 2021 Players Pack

Army lists:

- 85 points, no more than 2 formations (which may include no more than 1 armour and 1 infantry formation)
- Lists can be from any official World War III: Team Yankee book (includes Team Yankee first edition books, e.g. Free Nations)
- Please consider the time limit (2hrs 30 mins) and mission mix in designing your force. We encourage forces that can complete games in the time limit. Test your force if you're unsure.
- Lists to be submitted to tournament organiser by email in advance for checking, by 9pm Sunday 17 October 2021 (flamesnorth@groupnorth.club)
- The tournament organiser may query or reject lists at his/her discretion. If you have any doubts about your list, please submit early.
- Use of the Team Yankee Forces online list builder is encouraged but not required [Team Yankee Forces \(team-yankee.com\)](http://Team Yankee Forces (team-yankee.com))
- Players must have copies of their list available for reference (electronic or paper), by the tournament organiser and their opponents

Schedule: 3 rounds (2 hours 30 mins each game)

0830 – 0845 – arrival

0845 – 0900 – briefing and table allocations

0900 – 1130 – Game 1 – Scenario: Scouts Out

1130 – 1140 – break

1140 – 1240 – Game 2 – Scenario: Outflanked (Part 1)

1240 – 1310 – break for lunch

1310 – 1440 – Game 2 – Scenario: Outflanked (Part 2)

1440 – 1450 – break and Parade (display) for voting on best painted army

1450 – 1720 – Game 3 – Scenario: Free for All

1720 – 1800 – results announced and awards made

- First round scheduling to favour NATO/allies vs Warsaw Pact/allies where possible
- 2nd – 3rd round – Swiss style match ups (highest point players play each other, repeat matchups avoided)
- For each scenario, attacker will be determined randomly
- In case of odd numbers of players, the tournament organiser or another 'ring-in' will also play

Conduct: This is a friendly tournament. Please make your opponent's fun an important goal. Please be generous and give your opponent the benefit of the doubt.

- Prompt commencement and play is important to enable both players to pursue a decisive result:

Lock & Load 2021 Players Pack

- Players who are more than 5 minutes late for a round will give their opponent the choice of being attacker or defender
- Players more than 10 minutes late for a round will hand one VP to their opponent
- Players more than 15 minutes late for a round will forfeit the game
- Players are to display a turn marker in all Games, so TO can monitor progress – players may be asked to speed up play to ensure both players get a chance to achieve a decisive result
- Players will receive 1 hour to go, 30 minutes to go, 10 minutes to go and dice down call
- Dice down is a hard finish. Please play accordingly and give both yourself and your opponent the chance to achieve a decisive result.
- Deliberate slow play may be penalised by award of 1 or more victory points to the opponent, at the discretion of the tournament organiser
- Players are expected to discuss and agree terrain, movement and line of sight interpretations (etc.) in a reasonable and timely way
- Players are expected to discuss and agree how they will treat terrain and explain army lists to each other before deployment. Terrain is not to be moved.
- If there is doubt about what is in/out of terrain or what can be seen, please state your intention (e.g. during movement phase) to reduce disputes – your opponent can let you know if it is unreasonable and you can resolve any disagreements early
- The effects of almost all terrain is covered by the rules (p43) – if you can't agree, roll a dice or ask for a TO ruling: before play starts

Prizes: 4 categories – best general, best painted army, best sport, lucky general

1. Best general (decided by overall points)

- Mission pack specifies victory conditions and victory points – if there is no result in time, both players score points as if they lost
- Ties will be broken on the following countback:
 - Results of any face to face matchup (winner will be ranked higher)
 - Total of opponents' VPs in your games – e.g. your results are 8-1, 7-2, 3-6 – you score 9 (lower is better – showing your results were better)
 - Total of each tied players' opponents' VPs in their games (higher is better, showing you played against better opponents)
 - Roll a die – highest is ranked higher

2. Best painted army (by vote of participants)

- Fully painted armies are encouraged but not essential.
- Each player will receive a voting slip to vote during the lunchtime army parade – fully painted armies will receive 1 extra point – highest result wins
- In case of a tie, the tournament organizer will cast a deciding vote

3. Best sport (by vote of participants)

- Players will record votes for the best sport during the day
- Ties will be shared

4. Lucky general (TO will draw one player's name at random – winners of other categories are not eligible)

Lock & Load 2021 Players Pack

Food

No food is provided with your entry fee.

For a small additional fee, lunch will be arranged for those who request it – the tournament organiser will provide further details to registered participants.

The venue has snack food, soft drinks and water available for purchase. If you leave the venue to collect food and aren't back before the starting time of the round the delayed start rules above will apply.

Microwave and ovens are available for use.

No Liquor License is being applied for this event. You will not be able to consume alcohol at the venue.

COVID Safe Plan:

The tournament organiser will be the COVID Marshall for the event. The Group North Historical Wargames Society COVID plan will be adhered to, with emphasis on the following points:

- All attendees need to sign in at the venue, using the QR Code posted near the entrance, or using the sign-in sheet with name, phone number and address, to be retained for contract tracing only (these records will be destroyed a month after the event.)
- Masks must be worn, except when eating or drinking
- Two players per table. The TO may approach a table, all other non-players must remain 1.5m away from the table.
- Attendees showing obvious signs of illness (persistent coughs, running nose, etc.) will be asked to excuse themselves from the competition. Any pre-paid fee will be refunded.
- Tables will be spaced apart to ensure adequate gap between players.
- Hand sanitiser is provided to be used before and after a game.
- Table deployment and miniature surfaces will be wiped between games.
- Players are to provide their own tokens and components used for the game (dice, tape measures, templates etc).
- The cooking facilities are available for preparing food however eating spaces will be spaced apart. Depending on the weather the outside, the verandah will be available for gathering between games and over lunch.

Updates:

Details of the event and any changes will be announced on Facebook and email to players who have already registered.

This players pack is version 1.0, released 6 September 2021.