

FLAMES OF WAR FIREFIGHT 2022

2 April 2022

Flames of War v4 Late War

Players Pack

This is a friendly event with the emphasis on quick, mobile games. We aim to welcome newer and more casual Flames of War players. We will help players who are still learning, and armies are available to borrow.

Date: Saturday 2 April 2022, 9am – 5pm

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

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

Entry: \$10 club members
\$15 non members
(entry fee includes regular \$5 door fee)

Rules: Version 4 (reprinted late war) rules, and clarified through:

Lessons from the Front (Nov 2021)

<https://www.flamesofwar.com/portals/0/Documents/Version4/LessonsFromTheFront-V4.pdf>

Missions are fixed and tailored for this event, details at

<https://www.groupnorth.club/events/firefight>. Tables are 4' x 4'.

Registration: To register, email the tournament organiser: (flamesnorth@groupnorth.club)

- The Tournament organiser will provide details for payment following registration.

Army lists:

30 points, any official FoW v4 late war list (ie Fortress Europe, D-Day, Bagration, Bulge books)

- Must have a legal formation with all black box requirements
- No team may have more than 6 side armour
- Command cards can be used
- Deep reserves in all scenarios discourages (but doesn't prevent) light tank hordes with FA4 or higher
- Lists to be submitted to tournament organiser by email in advance for checking, by 9pm Sunday 27 March 2022 (flamesnorth@groupnorth.club)
- Use of the Forces of War online list builder is encouraged but not required <https://forces.flamesofwar.com/>
- The tournament organiser may query or reject lists at his/her discretion. If you have any doubts about your list, please submit early.
- Players must have copies of their list available for reference on the day (electronic or paper) and must show it to their opponent before each game

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Schedule: 5 rounds (75 mins each game)

0845 – 0900 – arrival

0900 – 0915 – briefing and table allocations

0915 – 1030 – Game 1 – Mission: Move to Contact

1030 – 1145 – Game 2 – Mission: Seize the High Ground

1145 – 1215 – Lunch

1215 – 1330 – Game 3 – Mission: Counter Reconnaissance

1330 – 1445 – Game 4 – Mission: A Hill to Die On

1445 – 1500 – Break and voting for best player table

1500 – 1615 – Game 5 – Mission: The Fog of War

1615 – 1645 – results announced and awards made

- Scheduling of all rounds will favour Axis vs Allies where possible
- In case of odd numbers of players, the tournament organiser or another 'ring-in' will also play (using a 'bye buster' army)

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 start and play enables both players to pursue a decisive result:
- Players more than 10 minutes late for a round may forfeit the game
- Players are to display a turn marker in all Games, so TO can monitor progress
- Players will receive 30 minutes to go, 10 minutes to go and dice down call
- Dice down is a hard finish out of respect to all the players. Please play accordingly and give both players the chance to achieve a decisive result.
- 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 (eg during movement phase) to reduce disputes – your opponent can let you know if it is unreasonable and you can resolve 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: A small prize will be awarded for every 2 games that a player wins. 4 wins = 2 prizes.

A prize will be awarded to the best table prepared by a player. Tables prepared by the TO will not be eligible. Player votes will be taken on best table near the end of the day.

Prizes are generously sponsored by Military Hobbies (militaryhobbies.com.au) and 3D Miniatures and Terrain (3dmat.co).

Food

No food is provided with your entry fee. 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 must show proof of COVID vaccination (club members are already deemed to have shown proof through the membership process)
- 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 contact 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 etc).
- The cooking facilities are available for preparing food however eating spaces will be spaced apart. Depending on the weather the outside verandah will be available for gathering between games and over lunch.

Updates:

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

This players pack is version 1.0, released 1 March 2022.