

**FLAMES NORTH 2022**

**20 August 2022**

**Flames of War v4 Late War**

**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 20 August 2022, 9am – 6pm

**Location:** Group North Historical Wargames Society, 1 Woomera Avenue, Edinburgh

**Tournament Organiser:** Saravan Peacock ([flamesnorth@groupnorth.club](mailto:flamesnorth@groupnorth.club))

**Entry:** \$15 club members  
\$20 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-NB.pdf>

Scenarios will use the Battle Plans mission selector – refer to the Missions pack for rules (June 2021):

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

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

- Up to 16 players.
- The Tournament organiser will provide details for payment following registration.

**Army lists:**

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

- Command cards can be used
- Lists to be submitted to tournament organiser by email in advance for checking, by 9pm Monday 15 August 2022 ([flamesnorth@groupnorth.club](mailto:flamesnorth@groupnorth.club))
- Use of the Forces of War online list builder is encouraged but not required <https://forces.flamesofwar.com/>
- Players must have copies of their list available for reference (electronic or paper)

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

0845 – 0900 – arrival

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0900 – 0915 – briefing and table allocations

0915 – 1145 – Game 1

1145 – 1215 – lunch and Parade (display) for voting on best painted army

1215 – 1445 – Game 2

1445 – 1500 – break

1500 – 1730 – Game 3

1730 – 1800 – results announced and awards made

- First round scheduling to favour Axis vs Allies where possible
- 2nd – 3rd round – Swiss style match ups (highest point players play each other, repeat matchups avoided)
- In case of odd numbers of players, the tournament organiser or another 'ring-in' will also play
- Games will use the Battle Plans Mission Selector – players chooses stance.

**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 1 hour to go, 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:** 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)

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- 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)

Prizes are sponsored by Military Hobbies ([www.militaryhobbies.com.au](http://www.militaryhobbies.com.au)).

### 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 Group North Historical Wargames Society COVID plan will be adhered to, with emphasis on the following points:

- 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 at [www.groupnorth.club](http://www.groupnorth.club), on Facebook and email to players who have already registered.

This players pack is version 1.0, released 26 July 2022.

