

FLAMES NORTH 2023

Saturday 24 June 2023, 9am – 6pm

This is a friendly event with the emphasis on fun. We welcome and help newer and more casual players. Armies are available to borrow.

Venue: Group North Historical Wargames Society, 1 Woomera Avenue, Edinburgh

Entry: \$20 club members \$25 non members (includes regular \$5 door fee)

To register: Email the tournament organizer: (flamesnorth@groupnorth.club)
The TO will provide payment details following registration.

Rules: Version 4 rules, clarified through Lessons from the Front (Jul 2022):
<https://www.flamesofwar.com/portals/0/Documents/Version4/LessonsFromTheFront-V4-NB.pdf>

Scenarios will use the Extended Battle Plans mission selector (including experimental missions) – players choose stance:
<https://www.flamesofwar.com/Portals/0/Documents/FOW-Missions-NB.pdf>

Army lists: 85 points, official v4 mid war lists – using dynamic points:
<https://www.flamesofwar.com/Portals/0/Documents/Version4/Mid-war-Dynamic-Points-2023.pdf>
Submit your list by Sun 18 June 2023 (flamesnorth@groupnorth.club)
Forces of War online list builder encouraged - this includes an option to select dynamic points for mid-war - (<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 ask early.
Players must show their list to their opponent before each game

Schedule: 3 rounds (2hrs 20 min each game), favouring Axis vs Allies in Round 1

0845 – 0900 – arrival
0900 – 0915 – briefing and table allocations
0915 – 1135 – Game 1
1135 – 1215 – Lunch and Army Parade (for voting on best painted army)
1215 – 1435 – Game 2
1435 – 1450 – break
1450 – 1710 – Game 3
1710 – 1730 – results announced and awards made

Prizes: Best general (overall points leader)
Best painted army (by vote of participants)
Best sport (by vote of participants)
Lucky general (random draw)
Door prizes (random draw)

Most prizes are generously sponsored by Military Hobbies (militaryhobbies.com.au).

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

Food: No food is included in entry fee. Snack food, soft drinks and water available for purchase. Microwave and ovens available. No alcohol.

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