

LOCK & LOAD 2023
WWIII: TEAM YANKEE

Saturday 28 October 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: World War III: Team Yankee rules, clarified through:

Field Manual 101 (updated March 2023)

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

Scenarios will use the Extended Battle Plans mission selector (including experimental missions updated March 2023) – players choose stance:

<https://www.team-yankee.com/Portals/0/Documents/TeamYankee/WWIII-Missions-NB.pdf>

Army lists: 115 points, official lists, max 40 infantry teams (including command teams), max 30 vehicles of the same type (including variants)

Submit your list by Sun 22 October 2023 (flamesnorth@groupnorth.club)
Forces of War online list builder encouraged
(<https://forces.team-yankee.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)
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 (e.g., during movement phase) to reduce disputes – your opponent can let you know if it is unreasonable and you can resolve disagreements early.
- The effect of almost all terrain is covered by the rules (p33) – if you can't agree, roll a die, 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.