

Flames of War Event Record Card

Player's Name:	Event:
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Note: Complete the form from your point of view and not your opponents

Round	Opponent's Name	Mission	Battle Plan Attack Manoeuvre Defend	Attacker or Defender	Win Draw Lose	Number of Units Lost*	Number of Rounds Played	Your FOW Score	Overall Score
1									
2									
3									
4									
5									

* Including HQ units and exclude all Independent teams.

VICTORY POINTS TABLE

WINNER'S LOSSES	WINNER'S FOW SCORE	LOSER'S FOW SCORE	Best Sportsperson <small>(must be someone you played!)</small>	Best Painted Army	Best Player Supplied Terrain
0 or 1 Unit	8	3			
2 Units	7	2			
3 or more Units	6	1			

NOTE: If a draw both players score as the loser!

Battle Plans

Step 1: Each player selects a plan, be it ATTACK, MANOEUVRE or DEFEND.

A force with fortifications or a Fort must select Defend.

Step 2: Compare choices using the matrix to determine your role and available missions.

Always read the table from your point of view!

Step 3: Roll to determine the mission.

House Rule

If EITHER player has already played the mission drawn during the tournament
the result is to be rerolled, the rerolled mission stands.

Your Choice	vs Your Opponent's Choice		
	ATTACK (1-2)	MANOEUVRE (3-4)	DEFEND (5-6)
ATTACK (1-2)	<p>Roll a d6 to determine attacker</p> <ul style="list-style-type: none"> 1: Breakthrough 2: Counterattack 3: Dust Up 4: Encounter 5: Free for All 6: Breakout 	<p>You attack, your opponent defends</p> <ul style="list-style-type: none"> 1: Breakthrough 2: Contact 3: Counterattack 4: Killing Ground 5: Cornered 6: Outflanked 	<p>You attack, your opponent defends</p> <ul style="list-style-type: none"> 1: Dog Fight 2: Bridgehead 3: Break Out 4: No Retreat 5: Killing Ground 6: Rearguard
MANOEUVRE (3-4)	<p>Your opponent attacks, you defend</p> <ul style="list-style-type: none"> 1: Breakthrough 2: Contact 3: Counterattack 4: Killing Ground 5: Cornered 6: Outflanked 	<p>Roll a d6 to determine attacker</p> <ul style="list-style-type: none"> 1: Breakthrough 2: Counterattack 3: Dust Up 4: Encounter 5: Free for All 6: Breakout 	<p>You attack, your opponent defends</p> <ul style="list-style-type: none"> 1: Cornered 2: Bridgehead 3: Contact 4: No Retreat 5: Dog Fight 6: Outflanked
DEFEND (5-6)	<p>Your opponent attacks, you defend</p> <ul style="list-style-type: none"> 1: Dog Fight 2: Bridgehead 3: Break Out 4: No Retreat 5: Killing Ground 6: Rearguard 	<p>Your opponent attacks, you defend</p> <ul style="list-style-type: none"> 1: Cornered 2: Bridgehead 3: Contact 4: No Retreat 5: Dog Fight 6: Outflanked 	<p>Roll a d6 to determine attacker</p> <ul style="list-style-type: none"> 1: Breakthrough 2: Counterattack 3: Dust Up 4: Encounter 5: Free for All 6: Breakout