



Warfare 2019

Flames of War **Late-War** Tournament Information

Warfare Information:

Warfare, is Reading Wargames Association's annual wargames show and is one of the largest in the country. This year, it is being held on the 16th and 17th November 2019.

Traders will be confirmed over the year, but we expect to have more than 70 of them. In addition, our ever popular (and huge) bring and buy will be present.

General Admission Opening times:

Saturday 10am to 5pm

Sunday 10am to 4pm

Event Information:

You can enter online at: www.wargamesreading.co.uk/product-category/wartickets/

Entry is £25 until September, rising to £30.

When booking your tickets please ensure that we have your correct name(s) and email address, so we can keep you informed of any changes to the event.

Cancelations/refunds - can only be given up to 19th October 2019.

There will be awards.

For any more information please contact:

www.wargamesreading.co.uk/warfare/warfare-tournaments/

Travel Information:

Travel Information by bus, cycle or car can be found at:

www.reading-travelinfo.co.uk/leisure/rivermead-leisure-complex.aspx

Venue: Rivermead Leisure Centre, Richfield Ave, Reading, Berkshire, RG1 8EQ



Flames of War Late War Tournament Schedule:

Saturday

- ✦ 08:15 Hall open for player table set-up
- ✦ 08:30 Player registration open
- ✦ 09:00 Player brief & round one draw
- ✦ 09:15 First round start
- Break
- ✦ 12:45 Second round start
- ✦ 15:30 Third round start

Sunday

- ✦ 09:30 Fourth round start
- Break
- ✦ 13:00 Fifth round start
- ✦ 15:30 Pack-up
- ✦ 15:50 Awards

Army Lists/Period:

All official **Late-War** v4 Books with their associated Command Cards and official Community Cards published by 1st November 2019 are available.

Forces must not exceed **95 points**, consist of no more than two formations, with no single formation being fielded more than once.

House Rules:

Rules: Flames of War version 4 and any official v4 publication or errata published by 1st November 2019.

Game Duration: Each round will run for a maximum of two and a half hours.

Time will be called approximately 15 minutes before the end of each round.

Games started after the official start time must finish at the same time as if the game had started on time.

Army lists: Must be submitted for checking to **WarfareFOW@gmail.com** by Monday 4th November 2019. Once submitted the list may not be changed, except to correct errors within reason as agreed with the list checkers.

The format should be either Forces of War or similar presentation. A printed copy of your list as submitted must be made available for your opponent during play, separate from your own copy.



Draw: The Goettinger Pairing program will be used. We will prioritise Allies versus Axis where possible, followed by Nation and Club.

Tables: Size will be 6' x 4'.

Terrain will be prepared by the tournament organisers and nominated individuals.

Commencing: Once a round's draw is published players may commence play earlier than the published time by mutual consent.

See *Late Arrivals* for effect of not starting on time.

Players should present their opponent with a copy of their army list before determining the mission, then if requested explain who and what their models are to their opponent when placing them on the table.

Missions: We will be using Flames of War More Missions and Battle Plans pack. This can be downloaded from the Flames of War website. We will not be using Fog of War objective cards. **Should the occasion arise that one or both players have already played the mission drawn during the tournament, the result is to be rerolled, the new result stands.**

Pre-Ranged in Bombardments: Each pre-ranged in bombardment marker must clearly indicate to which unit it belongs, the exception of there being but a single battery/team. Those pre-ranged in markers that do not clearly indicate to which unit they belong are forfeit.

Incomplete Game: Time will be called approximately 15 minutes before time is up.

When time is called, players are to even up the bound, with the result that each player will have completed the same number of turns.

A new turn should not be started unless it is to reach the minimum number of turns for victory conditions to be live, these turns are subject to Blitz Moves.

Blitz Moves limits each player to 60 seconds each turn to complete their movement phase. Players should inform an umpire when Blitz Moves are required.

Scoring & Placing: Flames of War v4 scoring. Placing is as per the Goettinger Pairing program.

Ties: In the event of a tie for a top three placing there will be a manual count back, favouring the victor if the players concerned have fought one another.



Late arrival: 30 minutes after the round start the game will be awarded to the opponent (provided they are present), who will be awarded the maximum Flames of War score for a win. Both players may choose to play a friendly non-scoring game there afterward, to finish at the same time as if the game had started on time.

Umpires: Will be on hand to provide rulings, Flames of War tournament organiser decisions are final.

Army painting and WYSIWYG:

Models: Must be a reasonably representation of the troops they are to represent, they must not be deliberately misleading.

All models should be painted to a reasonable standard and must be based in accordance with the rules.

Vehicles on bases ignore the base for purposes of measurement and LOS.

Players must each have two objectives in accordance with the rules with them.

Flights must field the stated number of aeroplanes (affects potential AA fire).

Aircraft on non-standard/non-vertical flight stands are not acceptable; please bear this in mind when compiling your force (LOS is to and from the flight stand, not base).