



Flames of War Warfare 2022

Tournament Rules Pack

Warfare Information:

Warfare is Wargames Association of Reading's annual wargames show and is one of the largest in the country. This year, it is being held on the 12th and 13th November 2022.

Traders will be confirmed over the year, but we expect to have more than 70 of them. In addition, our ever popular 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: <https://wargamesreading.co.uk/product/warfare-2022-fow/>

Entry is £45.

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/more information/refunds – please see [here](#)

Travel Information:

Venue: Farnborough International Exhibition & Conference Centre, Farnborough, Hampshire

Travel information by car, public transport and aircraft can be found at:

[Farnborough International Exhibition & Conference Centre](#)



Flames of War 2022 Late War Tournament Schedule:

Saturday

- ✦ 08:15 Hall open for player table set-up (*Bring'n'Buy submissions*)
- ✦ 08:30 Player registration open
- ✦ 09:00 Player brief & round one draw
- ✦ 09:15 First round start
- Break
- ✦ 13:00 Second round start
- ✦ 15:45 Third round start

Sunday

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

House Rules:

All official **Late-War** V4 books with their associated Command Cards and Battlefront Community Cards published by 22nd October 2022 are available.

Forces must not exceed **110 points**, with a maximum of one formation, and a maximum of 5 units with the Scout rule.

Players may bring one Axis and one Allied army, nominating one army as their primary. Lists capable of being either Allied or Axis, such as Finnish or Romanians must state which alliance each list belongs, taking only units associated with that alliance.

Minefields, the defender may place up to a maximum of 4 minefields when available.

Army List: Lists must be submitted for checking to **WarfareFOW@gmail.com** by Monday 3rd November 2022. The format should be either Forces of War or similar presentation. Once submitted the list may not be changed, except to correct errors within reason as agreed with the tournament organiser.

Game Duration: Each round will run for a maximum of 2 hours 30 minutes. Games started after the official start time must finish at the same time as if the game had started on time.

Draw: We use the Swiss pairing method managed by The Goettinger Pairing Program. The first round draw will attempt to match Axis vs Allies, where possible. Family and club affiliations may also be taken into consideration during the first round, please inform the organiser ahead of the event.



Commencing: Once the draw is published players may commence play earlier than the published time by mutual consent. See *Late Arrivals* for not starting on time.

A player with two armies must use the army necessary to ensure an Axis vs Allied match up. Should both players have two armies they must first compare their primary army, and if necessary, one player rolls a die to randomly determine who plays Allied and Axis.

Players are to present their opponent with a copy of their army list before selecting Battle Plan. Should a player opt to *Leave Command Cards Out* they must declare which cards are will not be in use after sharing army lists and before selecting Battle Plans.

Once deployed a player should identify each unit and any ranged-in markers to their opponent.

Missions: We will be using latest Missions Pack pdf, as published by the 22nd October 2022.

Should the occasion arise that one or both players have already played the mission rolled, the result is to be rerolled, the new result stands.

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 must not be started.

Scoring: Flames of War V4 scoring.

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. Draws will be placed ahead of losses.

Late Arrival: 30 minutes after a 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: The Flames of War tournament organiser's decision is final.

Models: Must reasonably reflect the troops they represent and not be deliberately misleading.

Teams belonging to the same Unit should be clearly identifiable.

All models should be painted to a reasonable standard and must be based in accordance with the rules, i.e. PaK40 is on a large base.

Aircraft should be on vertical flight stands; please bear this in mind when compiling your force LOS is to and from the flight stand, not the base.



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

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

* Including HQ units and excluding 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	1			
2 Units	7	2			
3 or more Units	6	3			

NOTE: If there is no winner both players score as the loser, please record such outcomes as a Draw