

FLAMES OF WAR AT WARFARE 2023

BROUGHT TO YOU BY



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Army Composition:

Each player will select a Late War army at 111 (one hundred and eleven) points, conforming to standard Flames of War army composition rules. Every player's army must be fully painted though historical accuracy is not necessary within colour schemes. Miniatures however must be WYSIWYG (What You See Is What You Get) i.e., each model should be constructed to accurately depict the type of vehicle, infantry or field gun that it is intended to represent on the battlefield and no proxying is permitted with armaments etc.

The only exceptions to the WYSIWYG rule will involve models which are unavailable through Battlefront Miniatures. These cases will be reviewed on a case-by-case basis via e-mail to contact@tabletoprepublic.com.

Army lists must be submitted to contact@tabletoprepublic.com by Midnight on Friday the 3rd November. Please format the e-mail title as “[YOUR FULL NAME] – [YOUR NATION] – Reading Warfare 2023” Note – Army list submitted on time will be the first tournament tiebreaker!

Tournament:

The tournament will be simple matched-play meaning there is no narrative aspect and thus it is possible to play against the same nation as yourself.

There will be five rounds over the two days of swiss-style pairings. The first round will be drawn randomly and thereafter players will be paired by score.

Missions:

Missions will be rolled for each round once both players have declared their stance as either Attack, Defend or Manoeuvre. The tournament will use the Extended Battle Plans missions available at the link below (to confirm – we will now be using the Extended Battle Plans missions not the basic Battle Plans missions, for any readers of an earlier rules pack).

<https://www.flamesofwar.com/Portals/0/Documents/FOW-Missions.pdf>

Scoring:

Players will be awarded 1 point for a win. Naturally a double loss will garner 0 points per player. "Games Won" will be the first scoring parameter, List submitted on time will be the first tie-breaker, Victory Points as per the Flames of War Rulebook Victory Points table will be used as second tie-breaker, followed by NET units destroyed.

Sportsmanship:

We expect all players to generally behave in a sporting manner. Pre-measuring is allowed in Flames of War and thus we advise communication as you go along is key to avoid disagreements – e.g. "are you happy that this is hull down?" when positioning in the movement phase is better than "I intended that to be hull down" in the opposition's shooting phase. Unseemly gamesmanship and outright cheating will of course not be tolerated. It is expected that every player completes their turn in good time, any excessive slow playing will be penalised.

Awards:

There will be awards for the following:

Tournament Winner
Second Place
Third Place
General Destruction (most units destroyed)*
Best Painted Army

*The "General Destruction" award for most units destroyed will take into account Independent Teams, even though the Victory Point table does not. (There will be a separate entry on the results slip for the addition of any Independent Teams destroyed for the purposes of the General Destruction award).

Schedule:

Saturday

Registration: 8:45 – 9:15

Game 1: 9:15 – 11:45

Lunch: 11:45 – 12:45

Game 2: 12:45 – 15:15

Game 3: 15:30 – 18:00

Sunday

Game 4: 9:30 – 12:00

Lunch: 12:00 – 13:00

Game 5: 13:00 – 15:30

Awards & Close: 15:30 – 16:00

Chess Clocks:

CHESSE CLOCKS NO LONGER REQUIRED – For the benefit of those that read an earlier version of this rules pack.