



WARFARE 2024 – Flames of War Late War Tournament

Key Event Details:

This event is themed around the 80th Anniversary of D-Day, players are to submit an 80pt list consisting solely of formations and units from the 'D-Day Forces of Normandy' Compilation or any of the D-Day books and command cards (American, British, German, *Waffen-baddieSS*).

We are trying to make the whole event Red vs Blue (a feature that Warfare is known for). As such, players are encouraged to submit two lists – One Allied and one Axis for this event. One list will be marked as the Primary list. When two players meet at the table, if their primary lists are differing sides of the war, then those are used for the game – if the primary lists are the same side, each player rolls a dice and the highest score plays their primary list, the lowest score plays their secondary list. Players bringing both a Red and Blue list will be awarded an extra FoW point at the start of the tournament. Players who do not have two lists and wish to borrow a force are invited to contact the Tournament Organiser at fez@breakthroughassault.co.uk as soon as possible.

The event is 5 games, with Flames of War Points Scoring from the main rulebook deciding the winner.

Missions will be from the latest published Flames of War Extended mission pack, with players revealing their chosen stance once the Red/Blue lists have been decided. The mission roll will be announced by the TO each round, to limit the repetition of missions played.

Tie breaks will be first the total number of won games followed by strength of opponents.

To promote fast, dynamic play the tournament will be using a sudden death mechanic to try and prevent draws. As such, 15 minutes before the end of the round, the TO will visit any games still in play and issue a 'sudden death' order – Each player may then only activate 2 platoons on their turn until at least 7 turns have passed (defensive fire is unaffected by this limit). If you feel this may disadvantage you, then the TO heavily suggests not taking an army that is larger than your playing speed.

Force restrictions:

Lists are 80pts consisting solely of formations and units from the 'D-Day Forces of Normandy' Compilation or any of the D-Day books and command cards (American, British, German, *Waffen-baddieSS*), and if possible, provided in 'Forces of War' format. Where command cards are taken, please add a note (or indicate in the email) which unit or Formation these apply to. When submitting both a Red and Blue list please mark one of these as your Primary list. These are to be sent to fez@breakthroughassault.co.uk before midnight on Saturday the 26th October.

The Steve Charlton Memorial Painting Award:

In 2022 the Flames of War community lost a valued and legendary member. Most veterans of the tournament circuit will have a story to tell about Steve, and all will agree that his painting skills were exceptional (he was also a mean dice thrower!). As such, I could think of no more fitting tribute to our friend than to make Warfare's Flames of War painting competition a memorial. The standard of painting for Warfare has always been rather high, and I really wish to elevate that to make it the de-

facto premier award. This goes hand-in-hand with each year having a different theme – painters can't just bring the best army they have done to each show and hope to win, matching the theme of the competition is just as important as painting the bootlaces on a 15mm model. We're aiming to have an independent 15mm specialist professional painter judge for this competition.

Timeline:

Saturday 26th October: Midnight list submission deadline to fez@breakthroughassault.co.uk (early to allow discussion with TO on theme, please submit as early as possible!)

Saturday 16th November:

0830 – 0900: Player registration – there is usually a 'player/tournament' entrance where you can enter the show early and get your player ID band for the weekend. Then enter the main hall and look for the tall chap with a beard and a Fez – this will be your Tournament Organiser.

0900 – 0910: Welcome/Draw

0910 – 1140: Game One

1140 – 1300: Lunch/Shopping!

1300 – 1530: Game Two

1530 – 1540: Break

1540 – 1810: Game Three

1944 - Late: Saturday Night – Event Social Curry (please advise fez@breakthroughassault.co.uk if you wish to attend)

Sunday 17th November:

1000 – 1230: Game Four

1230 – 1330: Lunch

1330 – 1600: Game Five

1615: Awards Ceremony

The TO hopes you have a fantastic weekend playing toy soldiers in the unique and amazing atmosphere that is Warfare.

Eddie 'Fez' Turner