



WARFARE 2025 – Flames of War Late War Tournament

Key Event Details:

- This event is themed around the battles that made up Operation Market Garden and the Battle of the Bulge.
- The format will be: 85 points with a Red/Blue list option.
- The event is 5 games, with Flames of War Points Scoring from the main rulebook deciding the winner, any ties in final placings will be decided by each player *Best General* votes overall score.
- Please be aware that there will be bespoke reserve rules in effect for the tournament.
- There will be prizes for:
 - Painting (The Steve Charlton Memorial Award)
 - Historical Background (The Armchair General Award)
 - Best General (The Best General)Please see the sections below for the criteria of these awards
- There will social dinner on Saturday night should you wish to take part. It will be a curry. A tasty, tasty curry.

List Details/Submission/Force restrictions:

- Deadline for list submissions is 23:59 on the 31st of October 2025. Please send your lists to: fez@breakthroughassault.co.uk
- 85 points using the Dynamic Points options available.
- A maximum of 10 platoons
- Must be from:
 - D-Day German
 - D-Day Waffen SS
 - D-Day American
 - D-Day British
 - D-Day Forces in Normandy 1944
 - Bulge German
 - Bulge American
 - Bulge British
- Ideally submitted in the Flames of War format, and again ideally using the [Forces of War](#) list builder.
- Any command cards you use in your list must be accompanied with a note that indicates which unit or formation it is applied to. For example: *The Schwimmwagen Scout Cars are assigned to the first platoon of the Ardennes Reconnaissance company*



You have the option to include a Red/Blue swap list to help avoid playing ahistorical games, if you wish to include the option of a Red/Blue swap please indicate which of your lists is your primary and which of your lists is your secondary swap list.

Organisers Notes:

The theme of the event is Market Garden and the Battle of the Bulge, so please try to make appropriate forces – The tables will be 50/50 split between themes, with a mix of more open scenery and intense city fight boards, so chose your forces wisely.

Red vs Blue historical gaming is a feature that Warfare is known for and as such, players are encouraged to submit two lists – One Allied and one Axis for this event.

Players bringing both an Allied and Axis army will be awarded one extra FoW point at the start of the tournament.

Players who do not have two armies and wish to borrow a force are invited to contact the Tournament Organiser at fez@breakthroughassault.co.uk as soon as possible – this will allow you to score the additional FoW Point.

The Steve Charlton Memorial Painting Award:

In 2022 the Flames of War community lost a legendary and valued member and there is no more fitting tribute to our friend than Warfare's Flames of War memorial painting competition. The standard of painting for Warfare has always been high and once again we're aiming to have an independent 15mm specialist professional painter judge for this prestigious competition.

The Armchair Historian award:

New for 2025, there is an optional competition for the most historical list. Held during the painting competition, players are invited to lay out their force with a single A4 page explaining the historical inspiration for their force, and how that is represented in their force for the tournament. The winner will be decided by player vote. The historical period for consideration is the western front between the start of Operation Market Garden and the end of the Battle of the Bulge.

The Best General award:

Each player will rank their top three games from the weekend 1-2-3. This score is for the games you enjoyed the most – Maybe it was an informative defeat, a crushing victory handled with grace, or a bloody grind of cut and thrust where there were only losers – it's up to you. The ultimate aim of the weekend is to have fun, and this award recognises the General who is able to provide the most fun to the most opponents.



Event Special Rules

Special Reserve Rules:

The mission pack reserve rules are replaced with the following table for this tournament:

Rolling for Reserves		
TURN	IMMEDIATE RESERVES	DELAYED RESERVES
1	Roll 6 for 1 unit	NONE
2	1 unit + Roll 6 for another	Roll 6 for 1 unit
3	1 unit + Roll 6 for another	1 unit + Roll 6 for another
4	All remaining Units	1 unit + Roll 6 for another
5		All remaining Units

How to decide which lists you will be using in a game:

1. When two players meet at the table there will declare the nationality of their Primary List.
2. If those lists are from different sides (Axis/Allied) they continue the pre-game set up as normal.
3. However, if they are from the same side (Axis/Axis or Allied/Allied) then each player rolls a d6. The player rolling the highest score must play their Primary List. The other player then must play their Secondary List.
4. Players then simultaneously declare their chosen stance, and await the TO mission number announcement (Use this time to discuss the scenery).

Missions:

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.

Fast Play/Sudden Death:

To promote fast, dynamic play the tournament will be using a Sudden Death mechanic in play for the weekend to try and prevent mutual losses (AKA draws). This will operate as follows:

15 minutes before the end of the round, the TO will visit tables where 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 been completed by both players, or the game concludes with one side winning under the normal Flames of War victory conditions (defensive fire is unaffected by this limit).

If you feel this may disadvantage you, then the organiser suggests, with all the weight of a Panzerkampfwagen VI Ausf. B, not taking an army that is larger than your playing speed.



Weekend Timeline:

Friday 31st October:

Submission deadline to fez@breakthroughassault.co.uk (if you have any doubts on theme please submit early to allow discussion with the TO. The earlier the better!)

Saturday 15th 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 – 0915: Welcome/Draw

0915 – 1145: Game One

1145 – 1245: Lunch/Shopping!

1245 – 1515: Game Two

1515– 1530: Break

1530 – 1800: Game Three

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

Sunday 16th 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